

# Kamile Demir

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Software engineer with deep font experience

## EXPERIENCE

ADOBE — Adobe Fonts & Type | 2021 – Present

**Software Engineer — Fonts Services Engineering Team** | 2024 – Present

Develop services that power Adobe Fonts functionality across dozens of Adobe applications, including font discovery, metadata, and recommendation systems.

Font Discovery & Annotation Platform

- Build and improve internal tooling used by font annotators to curate metadata across 30,000+ fonts, powering discovery and recommendation systems across Adobe Creative Cloud apps.
- Collaborate with font annotators to identify and implement platform & workflow improvements.
- Design and extend support for non-Latin script fonts, enabling internal teams to annotate fonts and improving recommendations for users globally.
- Design ML-assisted architecture for font annotation suggestions to increase annotation data.
- *Python (FastAPI, Pydantic, SQLAlchemy) | TypeScript | OpenSearch | AWS*

The Foundry Portal

- Proposed and led the development of The Foundry Portal, automating font testing, metadata fixes, and submission for foundry partners, processing 4,000+ fonts in the past year.
- Developed Fontastic, an internal Python library that runs automated font validation, integrating FontBakery, OTS, and internal checks for both individual fonts and family-wide validation.
- Extended Fontastic to automatically detect and fix common font issues using fontTools, generating validation reports and reducing manual intervention by library and engineering teams.
- *Python | Ruby on Rails | AWS (Lambda, SQS, S3) | FontBakery, FontTools, OTS*

Large-Scale Font Library Ingestion

- Supported major Adobe Fonts catalog launches by validating and onboarding large font sets for releases such as Japan Font Day and Adobe MAX.
- Led technical onboarding of 1,000+ fonts from Microsoft and Monotype, the largest ingestion effort, supporting a major Adobe Fonts catalog expansion.
- Ran validation pipelines using Fontastic, fontTools, and OTMaster, identifying issues and collaborating with external partners to resolve them according to OpenType specifications.
- *FontBakery | fontTools | OTMaster*

## Software Engineer — Font Evolution Team | 2021 – 2024

Develop open-source font development tools to support typeface design and production of Adobe Originals typefaces spanning many scripts.

### Adobe Font Development Kit for OpenType

- Maintained and expanded the open-source AFDKO to support internal type development workflows and the broader font developer community. ([AFDKO](#))
- Refactored the UFO parsing engine in C (`uforead.c`), replacing legacy string-based parsing with a libxml2-based architecture for GLIF and font metadata processing. ([PR #1576](#), [PR#1478](#))
- Implemented CID-keyed UFO support to preserve FDArray/FontDict metadata during UFO roundtrips, enabling development of Source Han Sans and other CJK typefaces. ([PR #1353](#))
- Integrated libxml2 as a statically linked dependency across Linux, macOS, and Windows, updating CMake configuration and CI workflows for cross-platform builds. ([PR #1527](#))
- *C, libxml2, CMake, CI/CD, OpenType, UFO*

### Font Subsetting and Augmentation Engine

- Exposed a C++ font subsetting engine to Ruby via FFI, implementing OpenType feature extraction and Ruby-side bytestream packing for internal font tables.
- Established C++ testing infrastructure for the font subsetting engine using GoogleTest
- *C++, Ruby, FFI, OpenType, CMake, GoogleTest*

### Font Development for Adobe Clean Thai, Adobe Aldine

- Prepared source files for a Thai typeface family, converting Glyphs to UFO, structuring looped and loopless designspaces, and resolving configuration issues affecting instance generation.
- Implemented OpenType features and refined Thai mark positioning, adjusting anchors and mark-to-base positioning in collaboration with type designer Robert Slimbach.
- *OpenType, UFO, Designspace, Glyphs, RoboFont, Font Production Workflows*

## INDUSTRY STANDARDS

- Secondary representative for Unicode Consortium on behalf of Adobe, attending quarterly Unicode Technical Committee meetings regarding character encoding and text standard updates.
- Participant in the Emoji Standards and Research Working Group, collaborating with industry partners on emoji proposals and standardization discussions.

## SPEAKING & MEDIA

- Adobe MAX 2023 — Delivered an hour-long session on variable fonts for designers.
- TypeCon 2024, TypeCon 2023, [ATypI Tech Talk 2022](#) — Presented talks on emoji and Unicode
- Media interviews discussing emoji, including radio segments on WGN Radio and features in Fortune and the Adobe Blog.

## COMMUNITY

Co-Lead, Adobe San Jose Women in Engineering Network | 2023–Present

- Organize monthly topical networking lunches, skill workshops and fireside chats with senior women leaders at Adobe, such as VPs, senior directors, principal computer scientists, and the Chief People Officer, Gloria Chen.

Open Source Program Support | 2021 – 2024

- Co-led the Adobe Open Source Office, assisted Adobe teams in launching open source projects.
- Guided new volunteers through open source review processes.

## SKILLS

- Programming Languages: Python, TypeScript, Ruby, C, C++
- Frameworks & Libraries: FastAPI, Pydantic, SQLAlchemy, Ruby on Rails
- Font Technologies: OpenType, UFO, AFDKO, OpenBakery, OTS, fontTools
- Build & Testing: CMake, GTest
- Infrastructure & Search: AWS (Lambda, SQS, S3), OpenSearch, Terraform
- Languages: English (native), Turkish (native), Chinese (basic)

## EDUCATION

- B.S. in Computer Science, Minor in Digital Art — Stony Brook University, 2020
- Associate of Arts — Bard High School Early College, 2017