

INTERACTIVE ENGINEER · CREATIVE TECHNOLOGIST · TOKYO

Péter Lódri

I make sound → seen, and structure → felt —
real-time graphics, vector synthesis, and the
systems underneath.

Everything here is drawn live in the browser — no video, no
image files. Move your cursor: you are the deflection voltage.
This is the printable mirror of teamlab.vaked.dev.

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[@0xp3t3rl.bsky.social](https://xp3t3rl.bsky.social) · vaked.dev

Selected work

REAL-TIME · OSCILLOSCOPE

lissajoverse

A single-file retro oscilloscope reborn: a lissajous weave, the observable drawn as a graph, a NOT-NAND ternary grammar, and an organic phosphor feedback loop. Oscilloscope music — where a stereo signal *is* the drawing.

`oscilloscope.vaked.dev` ·
`lissaj.vaked.dev`

WEBGL2 · WEB AUDIO · ZERO DEPS

enthea — the visual synthesizer

A real-time visual synthesizer that computes the geometry of visionary states from the math of a cortex crossing an instability. One HTML file, WebGL2 + Web Audio, no build, no tracking.

`viz.vaked.dev`

GENERATIVE · TERNARY

art.vaked.dev

A live canvas where every point is a ternary verdict — refuse / rest / affirm — driven by two crossing sine systems, and audible. Plus a gallery of vector works.

`art.vaked.dev`

SYSTEMS · C / RUST

project-zero & pureQTern

A dependency-free C inference engine for 1.58-bit ternary models, with an OpenAI-compatible server; and a pure ternary codec in both C and Rust that agree to the bit on a golden hash.

`github` · `shifulegend/project-zero`

MACOS · SWIFT 6

HF-Mac

A native macOS companion for local and remote model inference — toolchain detection, model discovery, and an ecosystem view, with a full test suite. Ship it in a .app, not a terminal.

`Swift 6` · `Keychain` · `Developer ID`

EDGE · CLOUDFLARE · EXPLAINER

the constellation

~200 repos of art, engines, and tools on Cloudflare Workers & Pages — with verification gates (hash-chained ledgers, golden hashes) so a claim is a contract a stranger can check.

`mann.vaked.dev` · `workers` · `pages` ·
`reproducible CI`

GAME · ONE FILE

Age of Gaia

An Age of Empires demake that runs offline in a single HTML file — gather, build, age up (Dark → Feudal → Castle), and survive five waves. Entities, economy, waves, targeting.

[age.vaked.dev](#) · [offline-game-school](#)

THREE.JS · WEB AUDIO

Water-Fall Disc

A 20-inch Nazar drum recreated as a granular bead swarm with Poisson micro-shots — pure procedural, no samples. Sound and structure as one instrument.

[pocoo.vaked.dev/water](#) ·
[peterl.dev/pocoo.vaked.dev/water](#)

SOVEREIGN NEO-BANK · 8B-IS

ZENO (錢 · 禪 · 善)

“A bank that breathes like a garden, accounts like an abacus, settles like water, and values true human & agentic contribution above debt.” Japanese proof-of-contribution sovereign neo-bank: double-entry Kintsugi SHA-256 ledger, real-time procedural Web Audio soundscape, continuous micro-streaming, and Foken contribution bridge.

[zeno.vaked.dev](#) · [8b-is family research company](#)

RESEARCH · FAMILY COMPANY · 8B-IS <3

8b-is <3 — Standard Galactic Research

Family research company & sovereign vault: graph-theoretic foundations, Erdős phase transitions, BitNet b1.58 ternary quantization, spectral rigidity, zero-dependency engines, and Model Context Protocol (MCP) tooling.

[github.com/8b-is](#) · [8b.is](#) · [family research vault](#)

What I bring

REAL-TIME GRAPHICS & AUDIO (UNITY / 3D)

Unity, Real-time CG, WebGL2, Web Audio, vector/oscilloscope synthesis, GLSL/HLSL shader feedback, DSP. Comfort food is frequency and phase.

CREATIVE ENGINEERING

Turning a concept into an interactive experience: canvas, sensors, sound, and the interface between them.

ML SYSTEMS

Ternary/BitNet quantization, MLX on Apple silicon, model loading, evaluation, and honest reporting.

MANY TONGUES

English (fluent) · Hungarian (native) · Spanish · Latin · Esperanto · Romani · Macedonian; basic Mandarin & Japanese (actively studying daily). Code: C, Rust, Python, Ada, and the esoteric zoo.

SYSTEMS & PERFORMANCE

C, Rust, and Swift close to the metal — SIMD, memory layout, quantization, zero-dependency binaries.

EDGE & CLOUD

Cloudflare Workers/Pages, D1/KV, custom domains, deploy pipelines — shipping from idea to live URL.

BRIDGING DISCIPLINES

Artist-and-engineer in one — I speak both the aesthetic and the systems language, and connect people across them.

03 Why teamLab

teamLab's line — "transcend these boundaries ... everything exists in a long, fragile yet miraculous, borderless continuity" — is not an abstract slogan; it is the exact shape of what I build. Having experienced both **teamLab Borderless** (Azabudai Hills) and **teamLab Planets** (Toyosu) in Tokyo, and visiting **teamLab Botanical Garden Osaka**, experiencing the real-time physical dissolution of boundaries between the self, the space, and the artwork profoundly confirmed where my work belongs. I want to make new experiences with a team that treats diversity of specialisation as the method, not the exception — uniting real-time CG, vector synthesis, and systems engineering in Tokyo. $\{-1, 0, +1\}$ — and the scale lands once.

NAME	Peter József Lódri · ロドリ · ペーテル (passport: LODRI PETER JOZSEF, No. BJ3429501 · visa ref: LYYT5925161)
ROLE	インタラクティブエンジニア (Unity / 3D) · Interactive Engineer (Unity / Real-time CG) · Secondary: Catalyst
BORN	1992.07.16 · Tatabánya, Hungary (relocating to Tokyo)
EDUCATION	Bárdos László Gimnázium (Tatabánya, 2007–2011) · University of Physical Education, Budapest (BSc, 2013–2017) · Green Fox Academy (2016)
EXHIBITIONS	teamLab Borderless (Tokyo), teamLab Planets (Tokyo) · visiting Botanical Garden Osaka soon
LANGUAGES	English (fluent) · Hungarian (native) · Spanish · Latin · Esperanto · Romani · Macedonian · basic Mandarin, Japanese
PORTFOLIO	teamlab.vaked.dev ↗
SOURCE	github.com/peterlodri-sec ↗

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mann.vaked.dev ↗ · blackhole.vaked.dev ↗
fine touch from within · peter + 8b.is <3 · the third state is real · $\{-1, 0, +1\}$ · om
mani padme hum