履歴書 · 職務経歴書 · RÉSUMÉ · CURRICULUM VITAE

Péter József Lódri

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00 Personal data 基本情報

NAME 氏名	Peter József Lódri · ロドリ・ペーテル・ヨージェフ
PASSPORT	LODRI PETER JOZSEF · No. BJ3429501 (Hungary ハンガリー国籍)
VISA / STATUS	Ref: LYYT5925161 · EU Passport holder (eligible for Japanese Engineer/Specialist in Humanities visa · relocating to Tokyo 東京へ移住予定)
BORN 生年月日	16 July 1992 (満34歳) · Tatabánya, Hungary ハンガリー出身
ADDRESS 現住所	Szőlődomb utca 77, 2800 Tatabánya, Hungary — relocating to Tokyo 東京へ移住予定
CONTACT 連絡先	peter.lodri@gmail.com (primary) · cabotage@pm.me · +36 20 391 5161
ROLE 希望職種	インタラクティブエンジニア（Unity / 3D） · Interactive Engineer (Unity / Real-time CG) · Secondary: Catalyst

01 Education 学歴（高校以降すべて）

期間 / PERIOD	学校・専攻 / INSTITUTION & FIELD
2007.09 – 2011.06	**Secondary school graduation 高等学校卒業** — Bárdos László Gimnázium（バールドシュ・ラースロー高等学校, Tatabánya） Advanced Mathematics, Physics, Sport & Computer Science · Comenius Logo Hungarian Championship participant（数学・物理・情報科学・スポーツ重点課程、Comenius Logo 全国大会出場）
2013.09 – 2017.06	**BSc, Recreation and Health Development 学士** — University of Physical Education, Budapest（ハンガリー体育大学）
2015	**Learn to Program and Analyze Data with Python 修了** — University of Michigan (Coursera)
2016	**Junior Software Developer, Computer Science 修了** — Green Fox Academy（ブダペスト）

All educational qualifications and milestones verified against official transcripts and diplomas (学歴全記録確認済).

02 Professional experience 職務経歴書

期間 / PERIOD	職務 / ROLE
2024 — present	**Principal Architect & Research Lead** — 8b-is（Family Research Company ファミリー研究機関） Open research & sovereign protocol lab. Designed and shipped **ZENO (銭・禅・善)** (zeno.vaked.dev ↗) — Japanese proof-of-contribution sovereign neo-bank. *"A bank that breathes like a garden, accounts like an abacus, settles like water, and values true human & agentic contribution above debt."* Double-entry Kintsugi SHA-256 ledger, real-time procedural Web Audio soundscape, and Foken valuation bridge. Open research vault: 1.58-bit ternary quantization (BitNet), graph spectral rigidity, and agentic workflows. `Rust · TypeScript · Web Audio · Cloudflare Workers · BitNet · Python`
2024.05 — present	**Senior Software Engineer** — Plandek Engineering metrics & analytics platform. Build and maintain analytics features across the platform; review code across a polyglot stack. `TypeScript · React · Python`
2023.05 — 2024	**Senior Software Engineer** — Virality Data Large-scale social-media scraping (millions of videos). Designed and operated high-throughput ingestion and processing pipelines. `Kafka · Puppeteer · Celery · Pandas · AWS · JavaScript · Python`
2022 — 2023	**Senior Software Engineer** — ASAPP Inc. AI-powered customer-service platform for Fortune-100 companies. Improved customer–agent response time by 50–70% via a microservices architecture. `Go · Kotlin · Scala · Kubernetes · Kafka · AWS`
2022	**Lead Go Developer** — DailyWire.com Streaming platform with 110k concurrent users. Led the backend team for an integrated chat + video streaming platform. `Go · Python · AWS`
2021 — 2022	**Senior Python Developer** — various fintech (Sixth Street Partners · Citadel · Morgan Stanley) Modernized trading software stacks from legacy systems to cloud-native ETL. `Python · Bash · AWS · Docker`
2019 — 2021	**Lead Python Backend Developer** — Cygnet Dooel Advanced cyber-intelligence solutions. Designed mission-critical security infrastructure and led offensive-security product development; mentored new hires in advanced Python. `Python · AWS · Android · C · Go · Java · Kubernetes`
2017 — 2019	**Python Developer** — Inpedio Mobile security solutions. Built custom Android security/antivirus tooling and messaging behaviour-analysis tools; implemented a successful `kptr_restrict` bypass. `Python · C · Android · Java · Go`

期間 / PERIOD	職務 / ROLE
2016 — 2017	**Software Developer** — Saltech Consulting Built a custom UI testing framework for Siemens. Python · GCP · Java · PEGA

03 Skills & languages スキル・語学

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

Unity, Real-time CG, WebGL2, Web Audio, vector/oscilloscope synthesis, GLSL/HLSL shader feedback, DSP.

SYSTEMS & PERFORMANCE

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

BACKEND & DISTRIBUTED SYSTEMS

Go, Python, TypeScript; microservices, Kafka, Celery, high-concurrency streaming, ETL.

EDGE & CLOUD

Cloudflare Workers/Pages, D1/KV, AWS, GCP, Kubernetes, Docker, custom domains, deploy pipelines.

SECURITY

Reverse engineering, Android internals, eBPF, pentesting.

ML SYSTEMS

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

HUMAN LANGUAGES

English (fluent) · Hungarian (native) · Spanish · Latin · Esperanto · Romani · Macedonian; basic Mandarin & Japanese (actively studying daily).

PROGRAMMING LANGUAGES

C · Rust · Python · Go · TypeScript/JavaScript · Java · Kotlin · Scala · Ada, and esoteric languages generally.

04 Portfolio & code samples 制作実績・作品URL

Work samples / 制作実績

Interactive CV, drawn live in the browser (an example of the work itself): teamlab.vaked.dev ↗ · vaked.dev ↗

Source & code samples / ソースコード: github.com/peterlodri-sec ↗

Team vs. individual, and scope / チームか個人か・担当範囲

All work above was built **individually, end-to-end** — concept, design, math/algorithm decisions, implementation, and verification. In professional teams (ASAPP, DailyWire) I have led backend teams and owned subsystems, so I am equally comfortable as an individual contributor and as the bridge between artists and engineers.

05 AI usage disclosure AIの利用に関する注意事項

> 提出物の開発において、AIコーディングアシスタント（Crush 経由のLLM）を補助的に使用しました。使用範囲：コードの雛形生成、ドキュメント整備、テスト/検証スクリプトの作成、リファクタリング補助。人間が担当：企画・設計・数学/アルゴリズムの決定、ビジュアルとサウンドの方向性、リアルタイム描画や量子化の実装判断、最終確認と検証（ハッシュによる再現性チェック）。

I used an AI coding assistant (an LLM via Crush) as a **support** tool: scaffolding, docs, test/verification scripts, refactors. I — the human — did the concept, design, the math/algorithm decisions, the visual and audio direction, the real-time and quantization implementation calls, and the final verification (reproducibility by hash). I can walk through the exact scope per work in the interview.

06 Why teamLab 志望動機

teamLab's line — "transcend these boundaries … everything exists in a long, fragile yet miraculous, borderless continuity" — is not a slogan to me; it is the exact shape of what I build. Having walked through and experienced both **teamLab Borderless** (Azabudai Hills) and **teamLab Planets** (Toyosu) in Tokyo, and soon visiting **teamLab Botanical Garden Osaka**, the physical sensation of boundaryless space reacting in real time to human presence made it unmistakable: this is the collective where my work belongs.

東京の「teamLab Borderless（麻布台ヒルズ）」および「teamLab Planets（豊洲）」の展示を実際に体験し、身体と作品、自己と他者の境界が溶け合うリアルタイムの空間変容に圧倒されました。私が探求してきたオシロスコープ・ベクター合成やWebGL2シェーダー、三値数理システム（`{-1, 0, +1}`）は、まさに「知覚と信号のボーダレスな連続性」そのものです。アーティストとエンジニアの境界を結ぶインタラクティブエンジニア（Unity / 3D）として、東京の地で世界を魅了する次なる体験を共に創り出したいと強く志望しています。

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the interactive CV ↗ · resume.pdf ↗ · zeno.vaked.dev (ZENO 銭) ↗ · 8b.is <3 ↗ · vaked.dev ↗

fine touch from within · peter + 8b.is <3 · the third state is real · {-1, 0, +1} · om mani padme hum

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