Peter W. Szabo

UX-first Agentic AI developer, mentor, and leader.
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SUMMARY

Hands-on AI & product leader with 21 years across UX, engineering, and machine learning. Still coding daily.

Over the last 2 years, I've built production agentic AI (LangChain → LangGraph/LangSmith), delivering autonomous agents, swarms, and orchestrators with reliable tool use, observability, and tight iteration loops that drive measurable business impact.

As founder of Tengr.ai, I led a generative image AI product from research roadmap to iterative releases, including HPC experimentation plus privacy-by-design and safety systems.

I scaled AceTech Development from 0 to 40+ people in under two years and completed a successful exit.

I'm also the author of User Experience Mapping and a long-time TEDx curator, bringing sharp storytelling and stakeholder alignment to every build.

TECHNICAL SKILLS

AI/ML Core

Large Language Models (LLMs) · OpenAI · Anthropic · Mistral · Hugging Face · Prompt Engineering · Agentic AI · Autonomous Agents

RAG & Production Systems

Retrieval-Augmented Generation (RAG) · LangChain · LlamaIndex · Ragas · Langfuse · Vector Databases · Multi-step Workflows · Tool-using Systems

Backend & Data Engineering

Python · TypeScript · SQL · MongoDB · Kafka · APIs

AI Frameworks & Libraries

PyTorch · LangChain · LangGraph · LangSmith

Production & DevOps

Observability · Cost Optimization · Cloud Deployment · On-Premises Deployment · High-Performance Computing (HPC) · Modern AI in Production · Reliability Engineering

Head of Artificial Intelligence at Magic Solutions

- September 2025 - Present | Târgu Mureș, Romania (remote)
- Led organisation-wide AI readiness transformation using the KUA method (30+ person software development company) by defining an actionable operating model (people, process, tooling), aligning adoption with business goals and delivery constraints, and translating strategy into measurable execution.
- Delivered a high-profile B2G AI project from start to UAT in 2 weeks.
- Built internal capability and accelerated upskilling by mentoring colleagues, introducing new technologies, and establishing practical learning routines that increased delivery confidence and reduced reliance on single experts.
- Strengthened delivery governance through repeatable processes by designing, documenting, and transferring workflows, standards, and escalation paths, supporting consistent execution and audit-friendly traceability across projects.
- Provided technical and architectural leadership for new initiatives by shaping project architecture, selecting tooling, and supporting implementation decisions to reduce delivery risk and improve maintainability.
- Enabled cross-functional execution via hands-on problem resolution by unblocking teams through structured technical support and escalation handling, ensuring continuity and predictable progress under real delivery pressure.

Founder, CEO at Tengrai Artificial Intelligence

- October 2022 - August 2025 | Târgu Mureș, Romania (remote)
- Founded and led Tengrai, delivering a Europe-based generative image AI product end-to-end, from research roadmap through production implementation and iterative releases.
- We reached 400,000 registered unique users in March 2025.
- Users from 150+ countries with paying subscribers in 60+ countries.
- Shipped differentiated capabilities (including transparent background generation and very high-resolution upscaling), expanding creative workflows across photorealistic rendering, illustration, and more.
- Ran continuous model iteration on HPC infrastructure (NCC Hungary, Komondor HPC), planning compute-intensive experimentation cycles, tracking outcomes across versioned releases, and converting results into clear ship or hold decisions.
- Leveraged the AI partition of NVIDIA A100 GPUs across multiple HPE Apollo blades to accelerate training and evaluation loops, enabling rapid iteration on quality, fidelity, and style coverage.
- Recognized externally as an HPC success story, featured in EuroCC 2 / EuroCC4SEE Success Stories, 2nd Edition (September 2024, pp. 20–21).
- Designed and implemented a privacy-by-design architecture for generative AI, embedding data protection, governance, and operational controls into system design and workflows, and authored a model card aligned with the EU AI Act ahead of regulatory deadlines.
- Created and operationalised the Hyperalign safety system, translating risk thinking into repeatable procedures, review gates, and quality controls to keep outputs high quality with robust safeguards.
- Established reproducibility and transparency practices (templates, release notes, internal guidelines, decision logs), plus structured stakeholder reporting on model progress, safety posture, and delivery status.

Founder and Executive Director at AceTech Development

- October 2018 - October 2022 | Târgu Mureș, Romania (hybrid)
- Scaled a high-performing and innovative technology organisation from 0 to 40+ employees in under two years, demonstrating structured growth planning, prioritisation, and operational discipline consistent with the company's need for reliable coordination across multiple stakeholders and workstreams.
- Sustained 100% retention during my tenure by strengthening organisational culture and management routines that improved clarity, accountability, and cross-team collaboration in a high-trust environment.
- Built a sustainable talent acquisition and onboarding system with 0 advertising spend and no recruitment agencies, creating repeatable processes and clear role expectations
- Implemented delivery and quality governance early (cadences, responsibilities, escalation paths, and documentation standards), improving predictability and accountability
- Executed a successful exit with positive outcomes for all parties, demonstrating integrity, negotiation capability, and risk-aware decision-making

Blockchain UX Consultant at CasinoCoin

- September 2017 - October 2018 | Isle of Man (remote)
- Designed and built the first versions of the CasinoCoin crypto wallet across mobile and desktop (UX + implementation), translating product vision into a usable, shippable experience.
- The solution was stable with 1,000 transactions per second with 3–5 second confirmations.
- Early team member helping define the core wallet concept: one wallet usable across multiple gambling games and providers, enabling crypto payments with a focus on trust, safety, and speed of payouts.
- Researched predictive AI concepts to improve wallet experience and decisioning (e.g., personalization, risk signals, smarter flows), exploring how ML could strengthen usability and user confidence. (CSC had a market capitalization ≈$40 million USD at that time.)

Senior Manager UX/UI at Flutter Entertainment

- September 2015 - May 2017 | London, United Kingdom
- Contributed to an award-winning free-to-play title (Duel, recognised in 2016)
- by supporting UX/UI execution quality, iteration speed, and player-focused design decisions under tight delivery cycles (we reached beta in 6 months after day 0).
- Drove measurable UX and conversion improvements across key landing
- pages by establishing a structured optimisation practice (hypothesis- driven testing, analytics-based decision making, and release discipline), strengthening operational rigor and performance monitoring.
- Improved core game user experience and usability through close
- collaboration with product, engineering, and game teams, translating complex requirements into clear interaction patterns and production-ready UI specifications.
- Built and led the first group-level UX/UI function (transitioning from ad-hoc,
- project-based design support to an organised capability), defining standards, workflows, and governance that improved consistency, efficiency, and stakeholder alignment.
- Owned significant front-end responsibilities alongside UX leadership,
- ensuring designs were feasible, scalable, and implemented with high fidelity, and creating tighter feedback loops between design intent and delivered product.
- Strengthened cross-team communication and stakeholder management by
- producing concise, decision-oriented documentation and aligning multiple teams around shared priorities, timelines, and definitions of "done".
- Initiated early experimentation with AI-enabled approaches to augment
- UX workflows and exploration, showing practical curiosity and an applied innovation mindset

User Experience Director at whatusersdo.com

- August 2014 - September 2015 | London, United Kingdom
- Reformed test design and proposal delivery into a Kaizen-based, just-in-time operating model, introducing standardised templates for the most common scenarios and clear handover procedures, significantly reducing cycle time and improving delivery predictability.
- Built a repeatable, quality-controlled methodology for research design and
- execution, strengthening consistency across projects and enabling reliable scaling across multiple simultaneous client engagements.
- Delivered high-impact programmes for enterprise and public-sector
- organisations, with a portfolio including Government Digital Service, Virgin Atlantic, Marks & Spencer, O2, Ryanair, and Cisco, demonstrating stakeholder management, service orientation, and the ability to operate credibly in regulated, high-accountability contexts.
- Expanded the organisation's service offering from testing provider to full-
- scale UX agency, defining new capabilities, shaping the delivery model, and aligning internal processes to support broader strategic engagements.
- Created and launched the UX Jumpstart digital apprenticeship programme,
- establishing a structured talent pipeline with clear learning paths and mentoring routines, improving team capacity and long-term capability building.
- Strengthened cross-functional alignment through structured documentation
- and communication, improving clarity for clients and internal teams via proposal standards, research plans, reporting formats, and governance around delivery milestones.

User Experience Manager at Cylex

- April 2013 - August 2014 | Oradea, Romania (hybrid)
- Owned UX direction across a portfolio of 50+ country-specific business directories (e.g., cylex.de, cylex-usa.com), balancing a shared core experience with local market requirements.
- Led and mentored a team of designers, setting a clear quality bar, review cadence, and delivery rhythm across multiple parallel products.
- Drove a research-to-shipping loop: planned and ran usability studies (moderated testing, feedback loops, analytics-informed reviews) and translated findings into concrete product changes.
- Standardised UX patterns and interaction conventions across markets to reduce inconsistency, speed up iteration, and keep experiences coherent as the portfolio scaled.
- Partnered closely with engineering and product stakeholders to align on requirements, user flows, information architecture, and release scope for incremental improvements.
- Supported adjacent products beyond directories, including job portals (e.g., jobs.cylex-uk.co.uk) and a WYSIWYG website builder (mycylex.co.uk), improving onboarding and core task flows to help users get to value faster.

EDUCATION

University of Medicine, Pharmacy, Science and Technology "G.E. Palade" of Târgu Mureș

Research Doctorate - Artificial Intelligence

October 2018 - Present

All But Dissertation

Universitatea "Petru Maior" din Târgu-Mureș

Master's degree, Graphics and Industrial Design (Grafică și Design Industrial)

October 2007 - June 2008

Babes-Bolyai University

Bachelor's Degree, Communication and Public Relations

September 2003 - July 2007

LANGUAGES

English (Full Professional), Hungarian (Native or Bilingual), Romanian (Full Professional), French (Elementary)

CERTIFICATIONS

- Tavily Web Search API (2016)
- Data Science: Natural Language Processing (NLP) in Python
- Complete Data Science Bootcamp
- Reinforcement Learning with Pytorch
- Recommender Systems and Deep Learning in Python
- Mathematical Foundation For Machine Learning and AI

PUBLICATIONS

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User Experience Mapping (Packt, 2017): <https://www.amazon.com/User-Experience-Mapping-Enhance-Diagrams-ebook/dp/B072L22JCB>

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The Better Business Book: Volume 3 (Authors Unite, 2017): <https://www.amazon.com/Better-Business-Book-Stories-Lessons-ebook/dp/B077S1MXZZ>

VOLUNTEER WORK

Conference Curator - TEDxTârguMureș at TED Conferences

- March 2017 - Present (yearly event) | Târgu Mureș, Romania
- Curate the annual theme and editorial direction; lead end-to-end event delivery from concept to stage, consistently running at full venue capacity (recent editions 300+ attendees after securing an unlimited TEDx license in 2020).
- Source, select, and coach speakers (≈12/event), translating complex ideas into clear, stage-ready talks without losing technical accuracy; maintain NPS 50+ across recent editions.
- Own partner and stakeholder relationships, building long-term collaborations and a strong local ecosystem around the event.
- Lead and retain volunteer teams across logistics, production planning, and on-the-day execution; maintain consistently high quality standards across multiple editions.
- Extend impact beyond the room: TEDxTârguMureș talks have reached 20M+ views on YouTube, reflecting strong editorial judgment and consistent execution.