

# 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 Mureş, 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 Mureş, 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 Mureş, 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 Mureş**

Research Doctorate - Artificial Intelligence

October 2018 – Present

All But Dissertation

### **Universitatea "Petru Maior" din Târgu-Mureş**

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

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

- March 2017 – Present (yearly event) | Târgu Mureş, 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 ( $\approx$ 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: TEDxTârguMureş talks have reached 20M+ views on YouTube, reflecting strong editorial judgment and consistent execution.