



LUCIAN LAZAR

IT CONSULTANT • BUCHAREST, ROMANIA



• DETAILS •

Bucharest
Romania

+ [REDACTED]
[REDACTED].io

• LINKS •

[lucianlazar.io](#)
[LinkedIn](#)
[GitHub](#)

• SKILLS •

| | |
|------------------------------|------------|
| Unity Engine, C# | ██████████ |
| UX | ██████████ |
| Generative AI | ██████████ |
| Software Architecture | ██████████ |
| DevOps, Python, Google Cloud | ██████████ |
| Project Management | ██████████ |
| Game Design | ██████████ |
| Machine Learning (Python) | ██████████ |
| Android Dev | ██████████ |
| WPF & WinForms (C# .NET) | ██████████ |

• HOBBIES •

Hikes, tennis, carting, laser tag, reading, writing, music creation & mixing, board games, poker

• PROFILE •

I have been in the field since 2013, my expertise naturally growing over time to the point where now I can sustain a project from the idea phase to release, trading ideas with my colleagues and growing as a team. Most of my work was done in Unity Engine, now focusing more on designing systems, architecture, editor tooling, code optimizations, network/server and anything highly technical.

Working in an indie team required me to wander way beyond a coder's realm, so I also speak project management, operations, solution architecture, devops, ci/cd, micro-services, training and client support.

When nobody's watching, I do AI, stocks, crypto, game design, and judge bad UX.

EMPLOYMENT HISTORY

Founder at [REDACTED]

December 2023 — Present

- Mores AI is a CRM for lawyers that aims to standardize and simplify the interaction with their clients, as well as provide a structure to each of their case, be it a small contract dispute or a class-action lawsuit
- Mores AI dramatically cuts down case handling time, saving lawyers days of work
- Each case is unique and being able to visualize all the available data, on different summarization levels, makes a huge difference

Founder at rockstart.ai

May 2023 — Present

- Building [rockstart.ai](#), a free education platform for a world where Large Language Models are the norm (ChatGPT, LLaMa 2), enabling anyone, anywhere to learning anything, for free, and be prepared for the new world of abundance that LLMs will bring, and for which traditional institutions are too slow to adapt.
- Coined the term *neoducation* that standardizes the rules of conduct, and doubles as a manifesto.

Unity Engine consultant at [REDACTED] Bucharest

September 2022 — May 2023

- Contracting work for the [REDACTED] on behalf of [REDACTED]
- Assisting the team in architecting new features, improving processes and overseeing the technical direction of their golf simulator; focusing on mobile.
- Agile, Test-Driven, DI via Zenject.
- Great work ethic, quick and efficient communication intra- and inter-teams

ML Engineer, Bucharest

January 2022 — Present

- Python trading bot, used every ML solution I could find in 2022. Crypto-focused.
- Rich tools for training, advanced backtesting, graph tools, including complex tools for debugging flows. The average hours per week I initially put were 80-100.
- I used LTSMs, ARIMA, RNN for pattern recognition, XGBoost, LightGBM and others.

- Figured out the manual strategy is still superior than the ML one, as it prioritizes domain knowledge over blind ML, and it can be easily debugged. Currently using 'plain-old' Evolutionary Optimization (scipy, nlopt) to fine-tune params, with promising results.
- The manual mode allows you to build a strategy using any number of indicators, with several pluggable interfaces for different decision steps. This is an ongoing side-project

• **Senior Unity developer at [REDACTED], Bucharest**

December 2020 — January 2022

R&D for [REDACTED]

- Major Unity update that lasted 3-4 months due to lots of legacy code and complex systems that needed to be kept backwards-compatible
- Code refactoring, improving existing systems, occasional team lead, training on Unity and code design patterns

• **Android developer at [REDACTED], Bucharest**

February 2014 — October 2015

- Developing native android apps from scratch to final product using Android Studio
- Improved my Unity3D skills
- Teamwork methodologies

• **Unity Engine developer, freelance & indie, Bucharest**

October 2013 — Present

- DragonShift: Since 2017, I've been working with 2 awesome friends on a multi-platform, online game where I'm contributing on everything from solution/software architecture, micro-services, programming and developing designer tools to CTO-ing, project management, business strategy and marketing
- Optimized ScrollView Adapter: ranked #1 out of 1349 in Tools/GUI and #15 out of 11031 in Tools, last time I checked
- A few personal game projects that helped me master Unity & related technologies

• **Junior Programmer Intern at [REDACTED], Bucharest**

July 2013 — October 2013

- 3.5 Weeks (VR Rail Shooter done in Unity3D): UI, basic AI and gameplay programming. Oculus VR technology.
- Tower Defense (done in Unity3D): basic AI and gameplay programming
- Tetris (C++): understanding the architecture of a game engine

EDUCATION

• **Computer Science, University of Bucharest, Bucharest**

2012 — 2015

It helped me in developing my problem-solving and programming skills.

• **Software Design and Architecture, University of Alberta (Coursera)**

December 2020

Completed and graduated 4 different courses - Certificate

- Object-Oriented Design
- Design Patterns
- Software Architecture
- Service-Oriented Architecture

Had a transformative impact on my work efficiency and the planning side of software dev, which is usually left behind.

Best course I ever took in this field

★ BACKSTORY

- Additional skills

Git-flow, Database design, Unity Cloud Build, Dev. Unity editor extensions & support, Discord bots, AWS, Linux, VR, Networking, Visual Studio, 3D modelling, Photoshop, Jira, Google suite, XMind

- Counter-Strike 1.6 server manager

January 2006 — January 2011

A passion for customizing gameplay rules started around 2006, literally on the day I had home access to internet, and it fueled my desire to learn scripting in [Pawn](#).

I quickly researched creating a Counter-Strike 1.6 game server, later modding an existing [GunGame](#) mod and finally the most popular [Zombie Plague](#) mod with unique features. This had me hooked for several hours during the day as I loved seeing people filling up the server and enjoy my versions of the mods, and also some of my own [maps](#).

I later partnered with the godplay.ro community (no longer exists) which offered me a sub-domain [zp.godplay.ro](#) for the server, and a sub-forum where I can better engage with my players/moderators, listen to feedback, enforce community rules and ban cheaters. I even managed to make some bucks from this, although symbolic.

This served me well in the long run, as I had something to showcase at my first job, but it also acted as a confidence booster whenever I'd fail at something -- it always reminded me that I can cook up some amazing stuff, in the right context.

I did everything from passion, so I have no 'showcase' videos of the actual gameplay, the only breadcrumb left from this whole journey being a [post](#) by someone on a Q/A website, mentioning my server via its older address, [zp-braila.no-ip.biz](#).

◀ REFERENCES

- References available upon request