

Lucian Light-Gray



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AI Engineer & Software Architect with 18+ years of experience building realtime systems. Expert in AI platform architecture, RAG systems, and low-level optimizations (hardware and kernel-level expertise). Proven track record of leading engineering teams and shipping scalable, mission-critical applications across gaming and enterprise SaaS.

TECHNICAL SKILLS

Specializations

AI/ML/LLM, Vector DBs, Web, Mobile, Desktop, Server, Console, Embedded, AWS/Azure/GCP, OpenGL/Vulkan/DirectX/Metal

Programming

C11/C++20, C#, JS/TS, CSS3, HTML5, Node.js/Deno, Golang, Java, PHP, Win/Nix Shells

Tools & Infrastructure

JetBrains, VS Code, Unity, Unreal, Gimp, Blender, Monit, Zabbix, MySQL, MongoDB, Redis, RabbitMQ, Splunk, Jira, Jenkins, TeamCity, Chef, Salt, Docker

Operating Systems

Linux 6.x, macOS Tahoe, Windows 10/11

Languages

English (native), French (proficient)

EXPERIENCE

SERVICENOW, INC.

Oct 2024 - Present

Staff Software Engineer

Seattle, WA

- Onboarded with App Store and deployed projects every 3 months.
- Fluentized modern App Store (store.servicenow.com) from scratch by 9 months.
- Performed many RCA's and implemented both short-term workarounds and long-term PRB/KB solutions/documentation.
- Transitioned to App Client and have continued deploying major projects every 3 months.

HELPFUL HUMAN, LLC.

Sep 2023 - Mar 2024

Senior Software Architect

Seattle, WA

- Worked on an AI contract with Blink UX to analyze the ready-for-market timelines of AI-powered vehicles.
- Ported monolithic codebase to TypeScript and modernized to microservices.

CURIE VISION, INC.

Sep 2022 - Sep 2023

Head of Engineering

Seattle, WA

- Designed and deployed a new service architecture to expand AI/ML capabilities.
- Expanded the Curie App with frontend features powered by new service architecture.
- Improved 3D model creation from images by adding video processing.
- Led engineering teams, code reviews, project planning, and pair programming.

TRIPPING WHALE, LLC.

Nov 2020 - Oct 2024

Chief Engineer

Seattle, WA

- Developed and shipped Tripping Whale's debut game Duple Dragon (Android and iOS).

- Used adversarial machine learning to improve procedurally generated stages.
- Built the official website (trippingwhale.com).

LAUNCH CONSULTING GROUP, LLC.

Mar 2017 - Dec 2022

Software Architect

Bellevue, WA

- Aided clients (Bowlero, Centene, Microsoft) in automation and modernization efforts.
- Created interactive Wayfinding experience in Unity 3D.
- Focused on sustainable principles: separation of concerns, self-documenting code, CI/CD.
- Wrote x64 Linux plugin for Unity to add touchscreen support for otherwise unsupported hardware.

DISNEY INTERACTIVE, INC.

Mar 2015 - Jul 2015

Senior Engineer

Bellevue, WA

- Developed Marvel: Avengers Alliance 2 in Unity 3D (Java backend, C# backend/frontend).
- Integrated Urban Airship for push notifications on iOS and Android.

ZULILY, INC.

Feb 2012 - Mar 2015

Senior Software Engineer

Seattle, WA

- Created a REST data service layer for Mongo-like queries across distributed databases (MariaDB, MongoDB, BigQuery).
- Developed monitoring and visualization APIs for Vendor Portal reports and real-time sales data.
- Standardized data formats across many programming languages using test-driven development.
- Establish CI/CD for team's services with automated rollout and rollback.

DISNEY INTERACTIVE, INC.

Jul 2011 - Feb 2012

Lead Developer

Redmond, WA

- Designed ground-up systems for complex problem-solving.
- Developed a replacement translation system with database, source control, and CLI interfaces.
- Initiated Drupal-based multisite for streamlined web development.

ACCRETIVE TECHNOLOGY GROUP, INC.

Jun 2010 - Jul 2011

Senior Engineer

Seattle, WA

- Wrote websites from scratch using PHP, HTML, CSS, and JavaScript.
- Modernized legacy codebase from PHP4 to PHP5 using abstract classes.
- Developed data visualizations for user statistics.
- Expanded proprietary data tracking for MySQL database integration.

BITSTUDIO GAMES

Oct 2006 - Jun 2010

Co-founder

Lynden, WA

- Developed a virtual world with 5 biomes and 30+ mini-games.
- Implemented a fully customizable character creator.
- Designed and maintained servers for thousands of concurrent players.
- Led development of top-selling titles including My Animal Family, Ancient Mysteries, and Block Breaker.