Paul Lovy

SOFTWARE ENGINEER · AI AGENTS, MCP, APIS, AND DISTRIBUTED SYSTEMS

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SUMMARY

Software engineer with ten years building APIs and production systems, the last two shipping AI agents and MCP servers. Builds agent systems on deterministic workflows, scoped tools, and hard boundaries around customer data.

TECHNOLOGIES

Agents and AI: MCP server design and hosting, multi-agent orchestration in TypeScript, model APIs, tool use, retrieval and embedding pipelines, agent memory and context graphs, LangGraph, Haystack

APIs and integration: REST API design, third-party API integration and normalization, webhooks, OAuth, retries and idempotency, MCP

Languages and systems: TypeScript, C#, SQL, .NET, Node.js, event-driven multi-service architecture, NServiceBus queues, SignalR

Security and operations: IAM, access-scoped data boundaries, PII handling, on-call and production reliability, CI/CD

Cloud and data: Azure App Service, Azure Functions, Render, PostgreSQL, Azure SQL, NoSQL, graph, and vector storage

EXPERIENCE

AI Engineer and Consultant | Paul Lovy, LLC

Nashville, TN · 2026 to Present

- Cut market studies from weeks to minutes with an agentic research system that delivers competitor sets, income heatmaps, scored expansion sites, and a finished presentation from a business and an address.
- Created a custom agentic harness that enforces security and user access while optimizing workflows: agents stay inside predefined code containers and edges, and a developer approves every new edge.
- Turned blueprints and technical drawings into accurate, interactive 3D, from assembly builds to walkable floor plans, with custom Claude plugins.

Senior Engineer | AdCritter

Nashville, TN · 2021 to 2026 · Self-serve programmatic advertising platform across CTV, display, web, mobile, and DOOH

- Owned a self-serve advertising platform across every layer, including the internal tools that let the business run on almost no third-party software.
- Shipped customer-facing MCP servers that let customers run the platform from their own LLMs or generate a whitelabeled app from one prompt, with customer data staying inside company infrastructure.
- Designed and built the platform's own APIs and DSP-facing endpoints, serving tens of thousands of requests per second at sub-100ms latency, and carried on-call for those systems.
- Integrated many external APIs, normalizing DSPs and exchanges with different auth models and reporting lag into one product, so customers never had to know which partner was underneath.
- Absorbed partner failures and late data before they reached customers with queued retries and idempotent writes.
- Turned customer asks into shipped behavior: "more clicks under a $5 CPM" became coordinated bid lines converging on a shared effective CPM.

Software Engineer 2 | PoliteMail Software

Portsmouth, NH · 2016 to 2021 · Communications measurement analytics for enterprise teams

- Grew an enterprise Outlook extension into a full web platform that teams used to track email and act on the results.
- Kept two engineering teams delivering by leading their agile process, sequencing work across both and removing blockers.

Open source and writing: ClaudeArchitect, github.com/wfbcargo/PaulClaudePlugins · Multi-agent orchestration, paullovy.com/writing

Education: B.S. Software Engineering, embedded systems focus, University of Wisconsin-Platteville