

Cristian Moldovan

CTO and hands-on software engineer

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Software engineer for twenty years and CTO for the last eleven, mostly at early-stage companies where I set the architecture, hire the team and keep writing code. I have taken a VoIP carrier service, a design-to-code platform and, since 2019, a retail intelligence platform at Really Good Culture from first commit to production. I also run CUE++, a small studio that builds software and handles technical production for live events.

EXPERIENCE

Really Good Culture, Chief Technology Officer

Sep 2019 – present

London, remote

Brand and retail intelligence platform that turns multi-terabyte retail datasets into trend and predictive signals in near real time.

- Lead technology strategy and a team of six. Chose the stack and proved it against multi-terabyte, near-real-time workloads.
- Led the build of several products that ingest, measure, analyse and predict how products perform on shelf and how that performance relates to social media trends, running on real-time, event-driven pipelines.
- Built the systems behind the company's psychosocial research: running studies and profiling people's attitudes and behaviour, then connecting those profiles to product and trend data.
- Designed a framework of autonomous AI agents that find, ingest and transform brand and product data from the web, social platforms and third-party sources.
- Opened the platform's data and functions to other systems through APIs and role-based MCP servers, so external tools and AI assistants can work with it directly.

TypeScript, Next.js, React, Node.js, ClickHouse, Trigger.dev, LangChain, LangGraph, Langfuse, Anthropic, OpenAI, Turborepo, MCP

CUE++, Founder

Sep 2023 – present

Cluj-Napoca, part-time

Studio for custom software and technical production at live events: concerts, festivals and corporate shows.

- Run technical production from pre-production planning to show day, and coordinate technical and rigging crews across concurrent events.
- Design sound systems and lighting rigs, and advise clients on equipment and system design without tying them to one vendor.
- Write grandMA3 plugins and build integrations between systems that were never meant to talk to each other: Pangolin laser control, grandMA3, Resolume and TouchDesigner, bridged over DMX, Art-Net, sACN, OSC, MIDI and SMPTE timecode.
- Build and run the studio's own software products, listed under Selected projects.

Airbeam, Co-founder and CTO

Nov 2018 – May 2020

London

No-code UI builder for authoring design systems and keeping design and code in step without an engineering hand-off.

- Built the platform from scratch, including real-time co-editing of components over WebSockets and CRDTs.
- Took the product to a public beta on Product Hunt and ran an enterprise pilot with a design-system team at EY.

teleportHQ, Co-founder and CTO

May 2017 – Oct 2018

Platform that turned UI designs into production-ready React, Vue and Angular code in real time.

- Led 12 developers and designers, split between a web delivery team and a machine-learning team.
- Wrote the specification for a framework-neutral UI definition language that the code generators compiled from.
- Worked with the machine-learning team on image recognition that turned whiteboard sketches into working prototypes.

Flipper, Co-founder and CTO

Jan 2015 – May 2018

London

Mobile app for renting disposable UK numbers, with calls and SMS over VoIP and no roaming charges.

- Built the whole communications stack: React Native apps with a native PJSIP bridge on iOS and Android, SIP and RTP on Kamailio and OpenSER, and SMS to UK operators over SMPP.
- Connected the service to major UK and international carriers, with per-second call billing.
- Reached 20,000 active subscriptions in the first six months after the UK launch.

EARLIER ROLES	2014 – 2016	Stour Marine , Architect and full-stack developer. Real-time billing for voice, SMS and HLR traffic.
	2013 – 2016	Freelance , Developer and consultant. Client projects for iBO Live, Ford, McDonald's, Coca-Cola Enterprises and Repräsent.
	2012 – 2013	WhipCar , Senior software engineer. Re-architected the backend of the UK's first peer-to-peer car-sharing service and moved it to AWS.
	2011 – 2013	Reprezent 107.3FM , Software development consultant, part-time. Website, mobile app and streaming infrastructure for the radio station.
	2010 – 2011	xoomWorks and CyberSports , Senior PHP developer. Reporting tools, game-server web services and Unity prototypes for Football Superstars.
	2009 – 2011	Techlark Corporation , Senior PHP developer and tech lead. Led the development team; built an internal ORM and an ETL framework.
	2009 – 2010	Faculte Inc. (Satori Technologies) , Senior PHP developer. Payments and back office for an online video presentation platform.
	2007 – 2009	CIS Solutions , Project manager and lead developer. Financial analysis app for a US company, including an online spreadsheet editor.
	2006 – 2007	Procab Studio , Web developer.

EARLIER WORK	Before 2017 most of my work was in telecoms, games and client projects. Alongside the carrier billing and VoIP stacks above, I worked with Asterisk, FreePBX, STUN/TURN and carrier IP signalling. In games, I worked on Football Superstars, CyberSports' online multiplayer football game, building reporting tools, web services for the game servers and Unity prototypes for a planned overhaul. As a freelancer from 2013 to 2016 I built augmented reality apps with Unity, Qualcomm Vuforia, OpenCV and SLAM tracking: the 3D AR game for Jack Hunter: The French Connection by Martin King, iBO Live's first augmented reality book, as one of a two-person team, and an AR showcase app for the Ford Mustang. In the same years I built a customer loyalty app for McDonald's, a geofenced secret-shopper survey app for Coca-Cola Enterprises, and the mobile app for Repräsent 107.3FM, whose live shows were recorded and published to SoundCloud automatically.
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SKILLS	Leadership	Architecture, technical strategy, hiring, leading small product teams
	Languages	TypeScript, JavaScript, Rust, Lua, PHP, SQL
	Web and apps	React, Next.js, Node.js, React Native, Electron, Tauri, Three.js
	Data and infra	PostgreSQL, ClickHouse, Supabase, MySQL, Redis, Trigger.dev, Vercel, Kubernetes
	AI	Agent frameworks, MCP servers, LangChain, LangGraph, Mastra, Langfuse, Anthropic and OpenAI APIs
	Real-time and telecoms	WebSockets, WebRTC, CRDT, SIP, RTP, SMPP, Kamailio, Asterisk
	Event technology	grandMA3, Pangolin, Resolume, TouchDesigner, DMX, Art-Net, sACN, OSC, MIDI, SMPTE/MTC, GDTF, MVR

SELECTED
PROJECTS

Built since 2025, mostly under CUE++, as the sole or lead engineer.

Products

Night Owls	TypeScript framework for adding AI agents to an existing app, with durable runs, human approval and cost limits built in. nightowls.dev · 51 packages on npm, MIT
Supbuddy	Runs several Supabase projects side by side on one machine, each on its own HTTPS .local domain. Desktop app, CLI and MCP server. supbuddy.app · Live, free
Quotamate	Shows which AI subscriptions still have allowance and when each one resets, for one person or a whole team. quotamate.ai · Live, beta
snuffle	Keeps a team's coding playbook (skills, rules, workflows and the decisions behind them) as plain markdown in the repo, served over MCP to Claude Code, Cursor and Codex. snuffle.dev · Live, CLI on npm
VENU.studio	3D stage lighting design that turns venue CAD files and equipment lists into lighting plots, MVR exports and documentation. venu.studio · Private beta
RequestPort	Shared record for cross-project work that people and AI agents can file, claim and hand off. requestport.com · Invite-only
Twinkle	Reads what is inside the things you save, links them together and makes them searchable by what they were about. gettwinkle.com · Live
DMXhub	Free macOS router that merges Art-Net and sACN universes and routes them anywhere on the network. dmxhub.io · Live, free
grandMA3 plugins	Nine plugins, written in TypeScript and compiled to Lua, that automate sequence, executor and speed-master setup on grandMA3 consoles. ma3.cueplusplus.com · Live

Open source and published packages

agent-skills	Thirty portable Agent Skills for coding agents: model routing, code review, releases, codebase investigation. github.com/crissmoldovan/agent-skills · MIT
agent-communications	Gmail, Slack, Resend and WhatsApp access for coding agents. Nothing is sent without a person's approval. github.com/crissmoldovan/agent-communications · 6 npm packages
review-agent	Pull-request reviewer that an organisation runs inside its own environment, with its own GitHub App and model credentials. npmjs.com/package/@review-agent/cli · CLI and GitHub App on npm
Reactor	Runs Claude or Codex agents when events from GitHub, Slack or Linear match a rule. github.com/cueplusplus/reactor · Public

In progress, unreleased

nidl	Finds and monitors AI models, tracks what they cost and routes coding tools to them. CLI and desktop app.
Tactile	Multi-touch support for external touchscreens on macOS, built on the open-source Touch Up.
ma3-mcp	MCP server that lets an AI assistant read and control a grandMA3 console. Research done, build starting.
Session observer	Sits alongside running agent sessions, local or remote (Trigger.dev tasks, local CLIs, VPS-hosted agents, Hermes), streams what they are doing and lets them be steered from one place, for observability and control at scale. Working name

EDUCATION

2003 – 2007	Babeş-Bolyai University, Cluj-Napoca, BSc Computer Science
Languages	English, Romanian, Hungarian