

ALLAN PEREZ FELDMAN

Software Engineer
Agentic AI & Orchestration

CONTACT

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[LinkedIn](#)

[GitHub](#)

LANGUAGES

English Fluent
Hebrew Fluent
Portuguese Fluent
Spanish Fluent

CERTIFICATIONS

TensorFlow Developer Spec.
DeepLearning.AI / Coursera, 2023

Machine Learning in Production
DeepLearning.AI | 100%, 2023

Self-Directed:
LangGraph & LangChain · MCP · Agent
harness engineering · Multi-agent architecture ·
RAG

INTERESTS

Agentic AI & emerging
agent technologies
Game dev (Godot, Roblox, Unity)

ALLAN PEREZ FELDMAN

Software Engineer — Agentic AI & Orchestration

PROFESSIONAL SUMMARY

Software Engineer with a foundation in CS and mathematics from the Technion and production engineering experience at Bylith. Focused on the agentic AI space — building multi-agent orchestration systems, LLM tool-use loops, verification pipelines, and autonomous task execution with LangGraph, Claude API, and MCP. Strong Python and SQL proficiency with familiarity in ML/MLOps. Driven to build reliable AI systems that go beyond single-prompt interactions into sustained autonomous operation.

TECHNICAL SKILLS

Core Languages

Python JavaScript C C++ C#
SQL

ML / Data (familiar)

TensorFlow Keras Pandas NumPy

Cloud & DevOps

GCP BigQuery GCS Docker
Linux

Databases

MySQL PostgreSQL BigQuery

Agentic AI / LLM

LangGraph LangChain MCP
Claude API Multi-agent orch. Tool-use
ReAct loops RAG Prompt eng.

MLOps (familiar)

CI/CD for ML Model versioning Pipeline orch.

Web & Testing

Vue.js Nuxt.js React Node.js
Playwright TailwindCSS

Core CS

Data structures Algorithms (DP, greedy, LP)
Design patterns Git

WORK EXPERIENCE

Full Stack Developer

2024 – Present

Bylith

- Develop and maintain production applications using Vue.js, Nuxt.js, and JavaScript in a full-stack capacity.
- Implement end-to-end test suites with Playwright, ensuring application reliability across releases.
- Work with CI/CD pipelines and containerized deployments to ship features to production.
- Collaborate cross-functionally with product and engineering in code reviews and architectural decisions.

PROJECTS

Multi-Agent Orchestration Framework

2025 – Present

Personal Project

- Designed and built a multi-agent system with multiple specialized agents, each with distinct capabilities, identity, and tool scoping — orchestrated through a top-level coordinator.
- Implemented cross-agent communication protocols, sub-agent spawning with capability constraints, and parallel execution with conflict-free task partitioning.
- Built verification pipelines including progressive checkpoint validation, multi-perspective review, and causal execution graph tracking with targeted rollback.
- Integrated LLM tool-use loops with structured output parsing, retry logic, and context management across multi-turn agent sessions.

Open-Source Contribution — HyperAgents

2025

Meta AI Research

- Coordinated multiple autonomous AI agent teams to analyze Meta's self-improving agent framework (arXiv 2603.19461), producing 58 proposals distilled to 15 approved implementations.
- Submitted 8 pull requests fixing critical bugs, improving agent context engineering, and adding weighted ensemble voting — all with tests and lint compliance.

EDUCATION

CS and Mathematics (Coursework)

2019 – 2023

Technion

- Advanced coursework in mathematics, data structures, algorithms, and software engineering before transitioning to industry.

Full Stack Web Dev Program (Honors)

2023

Google & Reichman Tech School

- CS fundamentals, data structures, algorithms, Python, JavaScript, React, Node.js.