

Calvin Lucas Dogus

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PROFESSIONAL EXPERIENCE

Infinique | Seoul, Korea

January 2026 – Present

Team Lead Software Engineer | React, TypeScript, Node, Electron, Capacitor, OpenCV, AWS, Docker

- Lead and mentor a cross-functional team of 3 to 4 developers delivering AI-powered software solutions for diverse clients.
- Designed and built Clor AI (clor.kr) - a cross-platform photo-editing software (Web, Windows, macOS, Android) available in 12 languages, integrating advanced AI retouching features similar to Evoto (40+ AI models running in the browser) and canvas tools comparable to Photoshop (brushes, layers, filters).
 - Managed full lifecycle: product design, architecture, system decisions, and implementation within 6 months; top contributor with 1,600+ of the project's 4,000+ commits.
- Developed a web portal for Seongbuk District (성북구) - sb1in.or.kr - supporting community programs such as psychological counselling, social dining, and digital education.
- Oversaw multiple parallel projects, including web platforms and AI-based video analysis tools.
- Championed integration of Agentic AI systems across company products to enhance automation and user experience.

Circus Company | Seoul, Korea

June 2023 – September 2025

Unity / Software Developer

- **Developed three games using Unity**, including both single-player and multiplayer titles; two of these were engineered to support **up to 30 concurrent users** with scalable networking architecture.
- **Built diverse interactive applications** such as WebGL-based quiz apps, gamified learning tools, and casual games, focusing on performance, usability, and cross-platform compatibility.
- **Maintained and enhanced applications** for the **Korea Education and Research Information Service (KERIS)**, delivering stable government-grade software through continuous updates and feature improvements.
- **Contributed to the development of multiple websites and CMS platforms**, including presentation websites for project showcases.
- **Optimized cloud infrastructure** by identifying and removing unused Azure and AWS resources, reducing operational costs and improving system efficiency.
- **Supported backend development** by assisting in the design and implementation of APIs, databases, and cloud infrastructure for both game and web projects.
- **Provided mentoring to Unity and web developers**, strengthening team capabilities and improving overall development quality.

Capgemini | Toulouse, France

April 2022 – February 2023

Software Engineer

- **Designed and built** a large-scale migration system (MSSQL) within a **4-person development team**, transforming a **multi-terabyte database** into **seven optimized sub-databases** to improve scalability and maintainability.
- **Developed migration scripts and a full test environment**, ensuring accurate and stable data transfer across all systems.

- **Updated and integrated** approximately **20 applications** -including **.NET Framework, .NET, ASP.NET Core, Excel, Power BI, WorkflowGen** - to align with the new database architecture.
- **Created new WorkflowGen forms** to replace legacy ASP.NET systems, modernizing workflow automation and improving user experience.
- **Conducted extensive testing** across diverse content types to validate functionality, data consistency, and system performance.
- **Maintained continuous production uptime** throughout the migration process, ensuring stable operation until final switchover.
- **Promoted to Tech Lead** a few months into the project; managed developers, coordinated technical decisions, and handled customer requests and communication.

EDUCATION

National School of Civil Aviation (ENAC), Toulouse, France Graduated September 2021
Master 2 of Science in Computer Science and UI/UX Design (HMI)

Paul Sabatier University, Toulouse, France
Master 1 of Science in Computer Science and UI/UX Design (HMI)

Paul Sabatier University, Toulouse, France Graduated September 2019
Bachelor of Science in Computer Science

CERTIFICATIONS

Building RAG Agents with LLMs September 2026
NVIDIA Deep Learning Institute | RAG, LLM agents, LangChain, vector stores

Rapid Application Development with Large Language Models (LLMs) September 2026
NVIDIA Deep Learning Institute | LLMs, Hugging Face, Transformers, LangChain

TECHNICAL SKILLS & ADDITIONAL

Languages: French (Native), Turkish (Native), English (Native), Korean (Beginner)

Techs: TS, JS, C#, React, Vue, C++

Infrastructure: AWS (EC2, S3, RDS, Lambda, Fargate, CF, ...), Docker, CI/CD (GitHub Actions, Jenkins).

Databases: PostgreSQL, Redis, MongoDB.

Tools & Frameworks: Unity, Unreal Engine, Git, Jira, Electron, Capacitor, Node, WebGL, Three.js, .NET / ASP.NET, MSSQL, Azure, OpenCV and C++.