

Lucas Franca

Senior Software Engineer — AI Agent Platforms

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Profile

Senior software engineer focused on AI agent platforms, developer tools, and complex workflow systems, with 12+ years shipping production software. Built a managed coding-agent platform spanning a Next.js/PostgreSQL control plane, GCP provisioning, and a Go runtime for isolated execution, atomic work claiming, crash recovery, observability, pull-request automation, and human-in-the-loop supervision. Also delivered internal AI applications and high-reliability real-time products across Web3 and public-sector domains.

Availability: Full-time, remote — international contractor (PJ) | Daily 4+ hour overlap with U.S. Eastern

Selected Impact

- **Agent orchestration:** Claude Code and Codex agents autonomously claim work, prepare ephemeral workspaces, execute tools, stream state, open pull requests, and receive mid-run human direction.
- **Secure execution:** Poll-only communication, hashed rotating API keys, GCP Secret Manager, per-secret IAM, private VMs, per-agent Unix users, temporary secret materialization, and egress controls.
- **Durable operations:** Atomic assignment transitions, ticket-status reconciliation, run journaling and replay, concurrency controls, host lifecycle management, redacted logs, and mention-driven wake/respond conversations.

Technical Expertise

Agent Systems: Agent orchestration, Claude Code, Codex, human-in-the-loop workflows, durable execution, isolated runners, tool integration, PR automation, prompt profiles

Engineering: Go, TypeScript, Python, React, Next.js, PostgreSQL, Redis, API design, distributed systems, WebSockets, SSE, PostgreSQL LISTEN/NOTIFY

Infrastructure & Security: GCP, Secret Manager, IAM, private networking, Linux, systemd, Docker, AWS, Terraform, observability

Applied AI: LLM integration (Anthropic Claude, OpenAI Codex), RAG, LangChain, Elasticsearch, streaming model output, agent identity and permissions

Professional Experience

Agora, Full-Stack Blockchain Engineer (Full-time, primary role)

AI agent platform plus governance products for Optimism, ENS, and Uniswap.

Remote (U.S. team)

Aug 2025 – present

- **Built TakeAlt**, an AI-native ticketing and managed-agent platform that treats coding agents as first-class users alongside humans; owned the Next.js 14/PostgreSQL control plane, GCP provisioning layer, and multi-daemon Go runner system.
- **Implemented atomic, verb-based work claiming** and assignment transitions from pending through acknowledgement, execution, and completion, with automatic ticket-status reconciliation, real-time state streaming, run history, and redacted logs.
- **Designed a zero-inbound runner security model** with poll-only communication, rotating hashed host keys, credentials stored in GCP Secret Manager with per-secret IAM, private VMs, per-agent Unix users, temporary secret materialization, and controlled egress.
- **Built the provisioning and host-control layer** for private GCP runners, including credential transfer, per-secret access grants, IAP-based administration, coordinated start/stop, draining, locked shutdown preparation, and restart verification.
- **Built crash-resilient execution** with ephemeral workspaces, workspace profiles, pre/post hooks, journal/replay recovery, host-level concurrency controls, diagnostics, persistent Claude Code sessions, single-turn Codex runs, and automated pull-request creation.
- **Created human-in-the-loop controls** for comment-driven pause and redirection, question handling, mention-to-wake agent conversations, and supervision through both the web UI

and companion Go CLI; also shipped Safe multisig workflows and a five-channel notification platform.

- **Selected public work:** [Safe Wallet Improvements](#) | [Notifications Hub](#)

Federal District Court of Auditors (TCDF), Full-Stack Developer (Long-term part-time role)
Public-sector product engineering for internal knowledge and audit workflows.

Brasília, Brazil (Hybrid)
Sept 2014 – present

- **Built and maintain ChatTCDF**, the Court's internal RAG chatbot, using Python, LangChain, Elasticsearch, MSSQL, Vue/TypeScript, and Docker.
- **Deliver production audit systems end to end**, from requirements through backend and frontend implementation, supporting oversight of procurement, construction, and government expenditures.

Sekai Glory, Lead Full-Stack & Blockchain Developer (Part-time)

Production trading-card game and real-time autobattler, launched on Blast and migrated to Ronin.

Remote (U.S. team)
July 2024 – Aug 2025

- **Led a production platform** spanning Next.js, PostgreSQL/Prisma, The Graph, Solidity, real-time PvP/PvE systems, five-language localization, and cloud operations.
- **Re-architected PvP matchmaking** around atomic match creation, Redis-persisted XState queue state, delivery acknowledgements, lock recovery, health monitoring, and unit, integration, load, and end-to-end tests.
- **Designed a hybrid state model** that mirrored blockchain assets into PostgreSQL for low-latency simulation with idempotent, recoverable transaction workflows; developed approximately 16 upgradeable contracts and led the platform migration from Blast to Ronin.

Lifeverse, Council Member & Lead Developer (Fractional / part-time)

Complex real-time product ownership across application, backend, contracts, data, and operations.

Remote (U.S. DAO)
Sept 2023 – present

- **Built Colosseum of Phanes end to end** with Remix/React, PostgreSQL/Prisma, a deterministic battle simulator, a 60-second server tick, SSE notifications, wallet-native authentication, anti-multi-account controls, audit ledgers, admin tooling, and Fly.io deployment.
- **Re-platformed identity** from Clerk to Stytych wallet-native login with Discord OAuth role-gating, linked-wallet enforcement, browser fingerprinting, and auditable account state.
- **Owned supporting smart contracts, indexers, CMS, DAO tooling, cloud services, and media/data pipelines** across the broader product ecosystem.

Realm, Full-Stack & Blockchain Developer (Part-time)

Large, multi-service onchain game ecosystem on Arbitrum.

Remote (U.S. team)
Apr 2023 – June 2024

- **Delivered a Next.js application**, a Solidity/Hardhat monorepo spanning more than 50 game domains, and three The Graph indexers serving live game state and leaderboards.
- **Built production support systems**, including an AWS Lambda/PostgreSQL reward service, a Dockerized Discord leaderboard bot deployed through ECS, and Terraform-managed AWS infrastructure.

Education

B.S. Federal University of Minas Gerais (UFMG), Computer Science

Belo Horizonte, Brazil
Jan 2013

MBA Brazil's Superior Open School (ESAB), Systems Engineering

Remote, Brazil
Jan 2015

Certifications & Languages

Certifications: Certified Scrum Product Owner (CSPO), Scrum Alliance; Cambridge Certificate in Advanced English (CAE)

Languages: Portuguese, English, and Spanish - fluent