

Lucas Franca

Senior Software Engineer — Backend & Product Systems

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Profile

Senior software engineer with 12+ years shipping production systems across Go and TypeScript services, PostgreSQL and Redis workflows, React and Vue products, cloud infrastructure, and real-time operations. Built secure coding-agent infrastructure, wallet-connected products, payment systems, government audit software, and recoverable distributed workflows from architecture through deployment.

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

Selected Impact

- **Durable execution:** Built a managed coding-agent platform spanning a Next.js/PostgreSQL control plane, private GCP provisioning, isolated Go runners, atomic work claiming, journal/replay recovery, observability, and human supervision.
- **Backend and real-time systems:** Delivered idempotent publishing workflows, Redis-persisted matchmaking, SSE state delivery, transaction reconciliation, queues, recovery controls, and production diagnostics.
- **Product ownership:** Shipped products end to end across payments, wallet onboarding, government audit workflows, responsive interfaces, localization, cloud operations, and automated testing.
- **Public systems evidence:** Built EVM Migration Lab in Rust, Solidity, and React and merged 90+ production pull requests across Agora's public repositories (github.com/galo13eth).

Technical Expertise

Backend & Workflows: Go, TypeScript, Node.js, Python, PostgreSQL, Redis, API design, queues, WebSockets, SSE, idempotency, durable execution

Product Engineering: React, Next.js, Vue, GraphQL, Prisma, payments, real-time state, responsive interfaces, accessibility, i18n

Infrastructure & Operations: GCP, AWS, Docker, Terraform, private networking, Secret Manager, IAM, Linux, observability, deployment and recovery

Systems & Open Source: Rust, Alloy, Solidity, EVM, Foundry, deterministic state reconstruction, Merkle tooling, wallet and indexed-chain systems

Professional Experience

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

Product, backend, and platform engineering for governance systems and managed coding-agent infrastructure.

Remote (U.S. team)

Aug 2025 – Sept 2026

- **Built TakeAlt end to end:** a Next.js/PostgreSQL control plane, GCP provisioning layer, and multi-daemon Go runtime where coding agents claim work, execute in isolated workspaces, stream state, open pull requests, and pause for human input.
- **Implemented durable operations** with atomic assignment transitions, ticket reconciliation, run journaling and replay, host lifecycle management, concurrency controls, diagnostics, redacted logs, and restart verification.
- **Designed the runner security boundary** around poll-only communication, rotating hashed keys, private VMs, per-agent Unix users, per-secret IAM, temporary credential materialization, and controlled egress.
- **Delivered production product systems** for Optimism, ENS, and Uniswap across authentication, indexed data, proposal workflows, attestations, rewards, Safe multisig UX, and a five-channel notification platform.
- **Selected public work:** [Agents That Finish the Ticket](#) | [Embedded wallets](#) | [Server-owned authorization](#) | [Relay debugging](#) | [Resumable publishing](#)

Federal District Court of Auditors (TCDF), Full-Stack Developer (Long-term part-time role) Public-sector software supporting audits of procurement, construction, and government expenditures. • Deliver durable production systems end to end, from requirements through backend services, data models, SQL Server workflows, and Vue/TypeScript interfaces used in government oversight. • Built and maintain ChatTCDF, the Court’s internal RAG chatbot, using Python, LangChain, Elasticsearch, SQL Server, Vue/TypeScript, and Docker.	Brasília, Brazil (Hybrid) Sept 2014 – present
Sekai Glory, Lead Full-Stack & Blockchain Developer (Part-time) Production trading-card game and real-time autobattler, launched on Blast and migrated to Ronin. • Led a production platform spanning Next.js, PostgreSQL/Prisma, Redis, indexed blockchain data, Solidity, real-time PvP/PvE systems, five-language localization, and cloud operations. • Re-architected matchmaking and recovery around atomic match creation, Redis-persisted queue state, delivery acknowledgements, lock recovery, health monitoring, and unit, integration, load, and end-to-end tests. • Designed recoverable hybrid workflows that mirrored blockchain assets into PostgreSQL for low-latency simulation and led the live application, contract, and indexer migration from Blast to Ronin.	Remote (U.S. team) July 2024 – Aug 2025
Lifeverse, Council Member & Lead Developer (Fractional / part-time) Real-time product ownership across application, backend, contracts, data, and operations. • Built Colosseum of Phanes end to end with React, PostgreSQL/Prisma, deterministic simulation, a 60-second server tick, SSE notifications, wallet authentication, anti-multi-account controls, audit ledgers, admin tooling, and Fly.io deployment. • Owned supporting services and data pipelines across indexers, CMS, cloud functions, DAO tooling, and a Python pipeline that generated a 4,686-token asset collection.	Remote (U.S. DAO) Sept 2023 – present
Realm, Full-Stack & Blockchain Developer (Part-time) Large multi-service game ecosystem on Arbitrum. • Delivered across the stack: a Next.js application, a Solidity monorepo spanning more than 50 game domains, and three indexers serving live state and leaderboards. • Built supporting production systems including an AWS Lambda/PostgreSQL rewards service, a Dockerized Discord bot on ECS, and Terraform-managed AWS infrastructure.	Remote (U.S. team) Apr 2023 – June 2024

Selected Projects

- **Pingou — solo product, closed pilot:** Pix and card payments, asynchronous content generation, SSE-driven OBS delivery, real-time streamer controls, and automated tests.
- **EVM Migration Lab — original open source:** deterministic Rust state reconstruction, typed Solidity claims, a fail-closed React verifier, cross-language testing, and a public Sepolia → Base Sepolia deployment.

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