

Lucas Franca

Senior Web3 Product Engineer

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Profile

Senior Web3 Product Engineer with 12+ years of software engineering experience and 4+ years shipping production wallet-connected products. Built governance infrastructure for Optimism, ENS, and Uniswap; led full-stack delivery of onchain games across Ronin and Arbitrum; and owned products from architecture through React/Next.js clients, TypeScript and Go services, Solidity contracts, indexed blockchain data, PostgreSQL, and cloud operations.

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

Selected Impact

- **Safe-native governance infrastructure:** Shipped multisig workflows and a five-channel Notifications Hub for Agora governance products, covering offchain and onchain signing, wallet-linked preferences, verification, retries, deduplication, and delivery analytics.
- **Production Web3 gaming:** Led a trading-card game across a localized PWA, real-time matchmaking, approximately 16 upgradeable contracts, The Graph indexing, and a Blast-to-Ronin migration.
- **End-to-end Arbitrum systems:** Built contracts, indexers, real-time backends, rewards infrastructure, DAO tooling, cloud deployments, and a 4,686-token NFT art pipeline.
- **AI platform depth:** Built TakeAlt, a secure managed-agent platform spanning a web control plane, GCP provisioning, and isolated Go runners, demonstrating platform depth beyond application-layer Web3 work.
- **Public engineering:** 90+ merged PRs across Agora's public repositories — wallet architecture, SIWE authorization, Sybil resistance, EIP-712 relays, resilient workflows, and production debugging (github.com/galo13eth).

Technical Expertise

Product Engineering: TypeScript, React, Next.js, Go, Node.js, Python, PostgreSQL, Prisma, GraphQL, Redis

Web3: Solidity, EVM, Foundry, Hardhat, viem, wagmi, ethers.js, Safe, SIWE, EAS, The Graph, Ponder, ERC-721, ERC-1155

Chains & Architecture: Ethereum, Optimism, Arbitrum, Ronin, Blast, upgradeable proxies, multisig workflows, hybrid onchain/offchain systems

Systems & Cloud: AWS, Google Cloud, Docker, Terraform, Vercel, Fly.io, Cloudflare, WebSockets, SSE, OpenTelemetry

Professional Experience

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

Governance infrastructure and product engineering for Optimism, ENS, and Uniswap.

Remote (U.S. team)

Aug 2025 – Sept 2026

- **Own architecture and end-to-end delivery** of multi-tenant governance products for proposal creation and voting, delegate discovery, forums, grants, retro funding, attestations, KYC/KYB, rewards, and notifications.
- **Built backend and data systems** for proposal aggregation, EAS-backed eligibility and attestations, project and organization management, reward distribution, and indexed onchain governance data.
- **Designed and shipped first-class Safe multisig support** with automatic Safe detection, live signer tracking for offchain SIWE messages and onchain transactions, cross-device continuity, and reusable authenticated sessions.
- **Built the Notifications Hub end to end**, giving wallet-linked users per-event controls across email, Discord, Slack, Telegram, and browser push; implemented channel verification, permission-gated events, retries, deduplication, and delivery analytics.
- **Built TakeAlt**, a managed coding-agent platform where Claude Code and Codex agents claim tickets, execute in isolated workspaces, open pull requests, stream state, and pause for human input across a Next.js/PostgreSQL control plane, GCP provisioning, and a Go runner runtime.

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

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

Production Web3 trading-card game and autobattler, launched on Blast and migrated to Ronin.

Remote (U.S. team)

July 2024 – Aug 2025

- **Led full-stack delivery** across a Next.js 14 PWA, PostgreSQL/Prisma services, The Graph indexing, real-time PvP and PvE systems, and five-language localization.
- **Re-architected PvP matchmaking** to eliminate stuck queues and unacknowledged matches using atomic match creation, lock recovery, Redis-persisted XState queue state, delivery acknowledgements, health monitoring, and unit, integration, load, and end-to-end tests.
- **Developed approximately 16 UUPS-upgradeable Solidity contracts** for ERC-721A cards, ERC-1155 packs and items, gacha odds with pity mechanics, forging, battle passes, and multi-asset tournaments.
- **Designed a hybrid onchain/offchain model** that mirrored NFT state into PostgreSQL for low-latency battle simulation with idempotent, recoverable mint and upgrade flows; led the application, contract, and indexer migration from Blast to Ronin.

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

Arbitrum gaming ecosystem in the Treasure/MAGIC community; product strategy plus hands-on engineering.

Remote (U.S. DAO)

Sept 2023 – present

- **Serve on the DAO council and lead engineering for Colosseum of Phanes**, owning product strategy and a Remix/React application with PostgreSQL/Prisma, deterministic battle simulation, SSE notifications, server-tick processing, wallet authentication, admin tooling, and Fly.io operations.
- **Developed production Arbitrum contracts and dApps** for upgradeable ERC-721s with onchain metadata and conditional soulbinding, staking and evolution, commit-reveal randomness, seasonal registration, ERC-1155 items, and versioned ERC-20 reward claims.
- **Built the Tree of Life NFT evolution dApp** with a custom Leaflet world map, multi-token approve/stake/boost flows, asynchronous reveal polling, and i18n.
- **Built the broader data and DAO infrastructure**, including The Graph indexers, a historical-block Snapshot voting strategy, Sanity-powered marketing sites, a Cloudflare Worker, a media CDN, and a Python pipeline that generated the 4,686-token art collection.

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

Fully onchain strategy and idle game ecosystem on Arbitrum.

Remote (U.S. team)

Apr 2023 – June 2024

- **Delivered across the full stack:** a Next.js player application, a Solidity/Hardhat monorepo spanning more than 50 game domains, and three The Graph subgraphs serving live game state and leaderboards.
- **Implemented wallet-connected gameplay** across battles, quests, crafting, city and structure building, staking, lootboxes, NFT minting, leaderboards, and Merkle-tree reward claims.
- **Built supporting production systems** including an AWS Lambda/PostgreSQL rewards engine for weekly ARB distributions, a Dockerized Discord leaderboard bot deployed to ECS, and Terraform-managed AWS infrastructure.

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.

Brasília, Brazil (Hybrid)

Sept 2014 – present

- **Deliver production systems end to end**, from requirements through backend services, data models, and Vue-based interfaces for audit and oversight workflows.
- **Built and maintain ChatTCDF**, the Court's internal RAG chatbot, using Python, LangChain, Elasticsearch, MSSQL, Vue/TypeScript, and Docker.

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