

Alfredo I. Gallardo

Staff Engineer & ex-CTO · 14+ years building **0→1** in **Rust, AI agents**, and on-chain systems.

Founding engineer · Rust · AI / LLM agents · TypeScript

Remote from Chile · open to senior & staff engineering roles

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SUMMARY

Staff Engineer with 14+ years architecting and shipping production systems across crypto, AI, and SaaS. I take products from zero to scale — designing distributed architectures, owning the infrastructure underneath them (multiple clouds, Kubernetes clusters, Docker, networking, CI/CD), leading technical strategy, and writing the hard code at the core. I care about the craft more than the stack — I'll learn whatever a problem needs and pick the tool that actually fits. Recently from dcSpark, where I led local-first AI agent and on-chain protocol work. Currently building independent AI projects with local small models.

EXPERIENCE

Staff Engineer · dcSpark

Sep 2023 – Mar 2026 · Remote

dcSpark is a studio building crypto and AI products — from blockchain infrastructure to enterprise AI platforms. Studio portfolio includes Shinkai, AgentLayer, Paima Engine, Zeko, Milkomeda, and Flint Wallet.

- **Founding engineer on Shinkai**, dcSpark's AI-agent platform. Designed and built Shinkai Local AI from scratch in Rust — a privacy-preserving, local-first AI agent runtime shipped as a cross-platform desktop app (macOS, Windows, Linux) with cloud-optional extensions. Owns architecture for the agent runtime, tool/protocol layer, and OAuth-based capabilities — an MCP-like architecture shipped before MCP became a public standard.
- Bootstrapped **AgentLayer** — dcSpark's enterprise AI-agent platform that certifies, integrates, and measures ROI of AI agents across business operations (ERP, CRM, WhatsApp, and more) — taking it from zero-state into early product and shaping the foundational architecture.
- Architected and built a **Layer-2 network on Midnight** with selective privacy and **1K+ TPS** — bootstrapped on the open-source Sovereign SDK with substantial divergence to support the privacy + throughput design, using the Liger zero-knowledge proof system. Powers Midnight.city internally.
- Designed and built the **AI-agent layer of a city simulation** — agentic NPCs reasoning over on-chain state, integrated with the same Layer-2 stack. Also shipped internally as part of Midnight.city.
- Created **MCP Dockmaster**, a cross-platform installer and manager for MCP servers, shipped as a desktop app (macOS, Windows, Linux), CLI, and library. Used by AI developers across the Shinkai / MCP ecosystem.
- Authored multiple Solana smart contracts in Rust + Anchor, including an on-chain game integrated with web, backend, and AI services — end-to-end design from contract architecture to client integration.
- Led technical strategy across the crypto + AI surface area: system design, DevOps automation, security hardening, and AI/LLM integration.

shinkai-local-ai (desktop app) · shinkai-node (backend) · mcp-dockmaster · docs.shinkai.com

Senior Software Engineer · Evernote

Dec 2022 – Jul 2023 · Remote

Note-taking and productivity platform used by millions worldwide; Series E-backed.

- Joined the **Core Team** — owners of Evernote's core business logic and the flagship desktop application — shipping features across the multi-platform stack used by millions of users.
- Led a full **dependency modernization** of the core desktop app — bumped React, Electron, and the build toolchain to current versions, migrating thousands of lines of code through breaking-change APIs to unblock further development on top of a 10-year-old codebase.
- Architected a **two-tier delivery system** for the desktop app — splitting the codebase into a fast-shipping UI layer deployed via over-the-air (OTA) updates (bypassing app-store review) and a slower-cadence native core that ships through the Apple and Microsoft stores. Decoupled UI iteration speed from store-review gating.
- Tenure cut short by a post-acquisition layoff of the legacy team.

Chief Technology Officer · Cotalker

Jul 2019 – Dec 2022 · Remote

Low-code workflow-automation SaaS; post-\$3.2M seed.

- Joined as Senior SWE & Architect; **promoted to CTO post-seed** to lead engineering across product, infrastructure, and team.
- Built and led a multidisciplinary engineering org — Software, QA/DevOps, Documentation. Set the hiring bar; adapted Shape Up and tailored agile frameworks to the team's culture and capacity.
- Migrated **100K+ lines of FlowJS to TypeScript** in weeks while maintaining production uptime.
- Transformed the platform **from monolithic EC2 hosting into cloud-native microservices** on Kubernetes / Helm / AWS — observable, scalable, single-trigger CI/CD across mobile apps, backend services, and IaC.
- Led and passed multiple annual ethical-hacking audits, hardening platform security.
- Built and published the platform documentation portal: doc.cotalker.com.

Tech Lead · Zeke

Oct 2016 – May 2019 · Chile

Software firm delivering tailored solutions to private and public-sector clients.

- **Built from scratch the official mobile applications for Chile's Servicio de Registro Civil e Identificación** — the national civil registry and ID agency — high-security, high-reliability software serving citizens at country scale. Also led the technical side of additional government engagements during the same tenure.
- Spearheaded a company-wide digital-transformation program: agile delivery, CI/CD automation, Docker + Kubernetes containerization, and DevOps best practices.

Software Engineer, R&D · Lifeware

May 2012 – Sep 2017 · Chile

Hardware + software R&D startup applying technology to healthcare, assistive tech, mining, and manufacturing.

- **First engineer hired after the founders.** Helped scale the technical foundation from a small founding team into a working R&D operation.
- Built innovative cross-industry solutions combining custom hardware and software, shipping products into healthcare, assistive technology, mining, and manufacturing.
- Awarded multiple times for the work, including the **3IE Award for software innovation** (2014) and Microsoft **Imagine Cup** finalist representation in Australia (2013) and Russia (2014).

SELECTED PROJECTS & OPEN SOURCE

- **Shinkai Local AI** — Local-first AI agent runtime, cross-platform desktop app. github.com/dcSpark/shinkai-local-ai
- **Shinkai Node** — Rust backend powering the Shinkai AI-agent platform. github.com/dcSpark/shinkai-node
- **MCP Dockmaster** — Cross-platform MCP-server manager (desktop, CLI, library). github.com/dcspar/mcp-dockmaster
- **Solana on-chain game** — Smart contracts in Rust + Anchor integrated with web, backend, and AI services.
- **Ragnarok Online client modernization** — Personal project: refactored 500K+ lines of vanilla JS to a modern TypeScript architecture for maintainability and performance.

EDUCATION

- **Computer Science Engineer** — Ingeniería Civil en Informática. Universidad Técnica Federico Santa María, 2010–2016.
- **Visiting Professor of Quality Assurance** — DUOC UC, Aug–Dec 2017. Taught software quality, testing, and automation.

LANGUAGES

Spanish (native) · English (professional working proficiency).

Open to senior and staff engineering roles at product-first teams that take engineering seriously. Best way to reach me is email or Calendly.