IGNACIO CASTRO

+543543603864
castroignacio888@gmail.com
linkedin.com/in/castroignacio
github.com/chafamaster2000
Córdoba, Argentina

Design and graphics engineer: UI, motion and real-time rendering. Fifteen years building interfaces in React and React Native, with animation and 3D as part of the craft: Rive, Lottie, Reanimated, Three.js, Unity. Trained in graphic design and UX; creative coding since the Processing days.

I build the tools the work runs on: Blender add-ons, an asset pipeline on local models, and MCP servers that let AI agents drive Blender, Krita, Godot and Unity. Tech leader today: I scope the work, build the team and own the delivery.

Remote from Argentina (GMT-3).

SKILLS.md

UI & Motion
- ★ Rive
- Lottie
- React Native Reanimated
- Framer Motion
- Tamagui
- Creative coding: Processing, p5.js

Real-time 3D
- ★ Three.js
- React Three Fiber
- WebGL
- Unity
- Unreal Engine
- Godot

3D & Asset pipeline
- ★ Blender
- Blender Python add-ons
- ComfyUI
- Custom LoRAs
- Hunyuan3D

AI tooling
- ★ Claude Code
- Custom Skills
- MCP servers
- Local models
- Neural networks

{} Languages
- ★ TypeScript
- JavaScript
- Python
- C#
- C++

Frameworks
- ★ React
- React Native
- Next.js
- Node.js
- NestJS

Others
- ★ GraphQL
- AWS
- Serverless
- WebSockets
- WebRTC
- CI

OPEN_SOURCE.md

Custom tools on top of the tools the team works with:

★ **kri** · an AI agent paints in Krita

krita-autoselect · SAM 3 segmentation, running local

EDUCATION.md

Anthropic
★ **Claude Expert**
Agent Skills, Claude API, MCP, Claude Code
2026

University Siglo 21
★ **Bachelor in Graphic Design**
2008 - 2013

Metro
★ **Certificate in User Experience Design**
2013

TALKS.md

Odaclick Tech Talk
★ **Neuroevolution in video games**
Aug 2026

StreamIA · Telefe
★ **AI in video games**
Jul 2026

LANGUAGES.md

English
Advanced

Spanish
Native

RESUME_IGNACIO_CASTRO.md

Odaclick Game Studio Tech Leader — Oct 2025 - Present

Argentina, remote · Unity, C#, Blender, ComfyUI, Lottie, Claude Code, Expo, NestJS, AWS {

- Built and led **FF**, a 2.5D beat 'em up in **Unity**, and **AgentPlay**, the AI agent that playtests and balances it
- Built the studio's **asset pipeline on local models**: custom LoRAs, **Hunyuan3D** for 3D characters from text and reference images, and **nine Blender add-ons** (remesh, texture enhancement, baking, pixel-art rendering, Mixamo rigging)
- Wrote **MCP servers** so AI agents drive the graphics tools: Blender, Krita, Godot and Unity
- Built the studio's **animated logo in Lottie** myself
- Lead the development teams: **12+ people across 6+ products**, with games shipped on PC, console and mobile
- Architected and built apps with edge computing, Bluetooth device integrations, geospatial features and WhatsApp integrations, serving **thousands of active users**
- Wrote **agent-framework**, the Claude Code layer the whole studio runs on, and led the **AI restructuring of the 40-person studio**, training every team

}

AH2 Dev Leader — Apr 2025 - Oct 2025

USA, remote · React Native, Expo, AWS, Amplify Gen 2, DynamoDB, Postgres/PostGIS, TypeScript, Claude Code {

- Built an **Uber-like app for electric charger services**: React Native client on a serverless AWS Amplify Gen 2 backend, with DynamoDB for application data and Postgres + PostGIS for the geospatial queries
- Set the technical direction and took the product from empty repo to a **production MVP in 2 months**
- Analyzed and estimated the whole build up front, then planned the delivery against it
- Ran the technical interviews to build the team
- Set up the CI/CD pipeline and the release process for iOS and Android
- Architected the client and the backend: real-time API integrations, authentication, geolocation and payments
- Introduced Claude Code into the team and built custom Skills and automated development workflows around it

}

Utility Senior React Native Engineer — Jun 2023 - Apr 2025

New York, remote · React Native, Rive, Tamagui, Nx, TypeScript {

- Shipped **two apps** with in-app purchases, past **10,000 downloads** between them and used daily by a paying base
- Built the shared layer of an **Nx monorepo**, so the mobile and web apps ship from one codebase
- Built the apps' **motion layer in Rive**: the loaders, and a **prize wheel** for coupon gamification, with the Rive state machine driven from React Native
- Standardized the UI layer on Tamagui, and ran the development process for both: code review, standards and release quality
- Owned store submissions and update rollout, on a release cadence held for two years in production

}

Hero Financials Tech Leader — Jan 2022 - Jun 2023

Vancouver, Canada, remote · React, Rive, Framer Motion, CapacitorJS, GraphQL, TypeScript {

- Started as a developer and was promoted to **Tech Leader in under 3 months**
- Owned the technical direction of a **regulated fintech product** for the Canadian market: architecture, delivery and release
- Built the KYC and compliance flows the product depended on, under Canadian financial regulation
- Built the product's **micro-interactions in Rive**: animated icons, and a custom loader with an interactive transition that reveals the data as it is found
- Architected a single React + CapacitorJS codebase shipping web, iOS and Android from one repo, and ran the review and quality process on it
- Set up the integration and unit test suite the team released against
- Ran iOS and Android releases end to end for a financial services app, from build pipeline to store submission

}

Freelance Real-time 3D & Interactive — 2021 - 2023

Canada and Argentina, remote, alongside full-time roles · Unreal Engine, Three.js, Godot, VR, WebSockets {

- Built **architectural visualization in VR** and interactive experiences in **Unreal Engine**, for clients under NDA
- Built **real-time advertising games in Three.js for stadium jumbotrons** in Canada: the crowd plays trivia and mini-games live on the big screen
- Contract gameplay programmer on an **FPS in Godot** (2023), for a studio under NDA: gameplay systems in GDScript, and the **stat augmentation UI**, the in-game screens where the player upgrades and combines character stats, wired to the gameplay data

}

Mouri Tech Senior React Native Developer (client: Equinox) — Dec 2020 - Jul 2021

USA, remote · React Native, Reanimated, GraphQL, TypeScript {

- Built and maintained features in the React Native client alongside the client's in-house team, **custom transitions in Reanimated** included
- Reviewed and discussed code improvements with a large team of senior developers
- Shipped on an app that ranked among the **top fitness apps** on the App Store, past **30k downloads** across iOS and Android

}

Behave Health Front End Architect — Mar 2020 - Nov 2020

USA, remote · React Native, Redux, EmotionJS, Firebase {

- Hired as the **first mobile engineer** on a behavioral health product under **HIPAA**, and made **Front End Architect**, owning both apps end to end: architecture, roadmap and delivery
- Planned the delivery milestones for both apps and held the dates
- Took both apps through App Store and Play review from zero: signing, provisioning and every resubmission that came back
- Shipped the **first version to production in 2 months**, then kept both on a steady release cadence
- Built the **entire mobile UI** of both apps, micro-interactions included, and set the state and styling architecture (EmotionJS) they were built on. Implemented biometric login and geolocation

}

Earlier — 2011 - Feb 2020

Argentina and Canada, remote · Angular, React Native, Node.js, GraphQL, AWS {

- **Venzee** Front End Architect (2014-2017) · joined in its infancy as a front end developer and **was promoted to front end architect within a year**. Owned the component library and the UI implementation, led 4 front end developers across 2 agile teams, and was there through the company **going public** (TSXV: VENZ)
- **GSL Group** Full Stack Developer (2017-2020) · published **two products on iOS and Android** and owned their maintenance, and automated the mobile build and release process on AppCenter
- **Whitney International University UI Designer** & Front End Developer (2012-2014), and **freelance web development from 2011**

}