

DANIEL ESTEVEZ

AI Systems Engineer

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Remote (GMT+7) — EU/Spanish citizen — Remote since 2016

PROFESSIONAL SUMMARY

Software engineer with 15+ years of experience. I know how software actually works — I build systems that scale, own architectural decisions end to end, and have shipped production software across SaaS platforms, real-time systems, cross-platform applications, and Web3. That experience is what makes the AI part work: I integrate AI into real codebases against the same standards I hold everything else to, I direct agents rather than defer to them, and I never ship code I don't fully understand. Deep product craft (React since 2016, Next.js since 2020) on backend and full-stack roots, combined with hands-on AI systems work: multi-agent orchestration (LangGraph), multi-vendor LLM routing, Model Context Protocol (MCP) servers, YAML-driven agent specs, and evaluation frameworks for non-deterministic outputs.

CORE SKILLS

Agent Harness & Governance: Execution State Machines, Derived-State Modelling, Deterministic Check Design, Role & Contract Systems, Pre-commit and CI Enforcement, Git Forge Automation (GitHub CLI/API), Provenance & Audit Trails

AI & Agent Systems: Multi-Agent Orchestration, Model Context Protocol (MCP) Server Design & Hosting, LangGraph, Vercel AI SDK, Claude/OpenAI/Gemini/Grok APIs, YAML-Driven Agent Specs, Streaming LLMs, LLM Output Evaluation & Testing, Envelope Encryption (BYOK)

Frontend: React (since 2016), Next.js (since 2020), TypeScript, Tailwind CSS, shadcn/ui, Radix UI, Framer Motion, Electron, Storybook, Design Systems

Architecture: Turborepo, Monorepo Design, Multi-Tenant SaaS, Swappable Component Libraries, API Contract Design (OpenAPI, GraphQL)

Backend & Infra: Node.js, Bun, Postgres, Drizzle ORM, Neon, Sanity CMS, Upstash Redis, Clerk Auth, Cloudflare R2, Vercel, CI/CD

Systems & Embedded: C, C++, J2EE, LabView — embedded firmware and home automation (EIB/KNX), early career

Spoken Languages: Spanish (Native), English (C1), French (C1)

PROFESSIONAL EXPERIENCE

Harness Engineering | Independent | 2026 – Present

Remote — Atta Labs: my own applied-AI ecosystem, and the harness that governs how it gets built

- Build and run a complete AI ecosystem end to end — a Bun, TypeScript and Turborepo monorepo where several applications share one agent infrastructure. I set the architecture, my agents build against it, and every line is reviewed by the human who owns it.
- **My own multi-LLM engine:** multi-vendor routing across Claude, Gemini, GPT and Grok with cost, quality and fallback logic; LangGraph orchestration with deliberate parallelization patterns; YAML team specifications compiled into executable agent flows.
- **My own agent infrastructure:** a hosted Model Context Protocol (MCP) server with bearer auth and envelope-encrypted BYOK, evaluation frameworks for non-deterministic outputs, and the shared identity, storage, crypto and instrumentation packages the whole ecosystem runs on.
- **My own engineering practice,** applied daily for 5+ months: structured specs as implementation briefs, mandatory non-author review of agent-written code, explicit tech-debt and context discipline.

Vinaya — four years of building with AI agents taught me the hard part is never the models. It is keeping a codebase honest while something else writes most of it. Vinaya is the harness I built for that: one path for every change, deterministic checks that give an agent the same verdict on its own machine and in CI, and a state model where status is never stored — only derived from what actually happened, so work that is not really done cannot read as done.

vinaya.attalabs.dev

Senior Frontend Architect | Game7 (Summon) | Nov 2023 – Mar 2026

Remote | United States — Web3 gaming platform with on-chain quests, rewards, and multi-chain wallet integration

- Designed multi-agent AI content generation with parallel orchestration and intelligent model routing — matching task complexity to model capability to optimize speed, cost, and output quality simultaneously
- Built a custom evaluation framework for non-deterministic AI outputs — prompt combinations validated against snapshots, iteratively corrected. Created an OpenAPI → component props pipeline so agents consume real data shapes — the architectural precursor to MCP

- Established the team's AI-augmented development workflow — structured specs, agent-assisted code generation with human review gates, reproducible patterns for non-deterministic outputs
- Architected a multi-tenant SaaS platform (React, Next.js, TypeScript, Turborepo, Sanity CMS) with swappable UI libraries behind type contracts — multiple design systems, shared component architecture, build-time tenant generation
- Delivered AI-assisted admin tools, dynamic theming with perceptually uniform color science, and real-time multiplayer features (Colyseus, WebSocket, server-authoritative state sync)

Lead Frontend Engineer | Elixir Games | Feb 2021 – Nov 2023

Remote | San Francisco Bay Area — Web3 gaming launcher and dApp platform

- Led frontend architecture decisions, code quality ownership, and technical direction across all products
- Built the Elixir Launcher from scratch: cross-platform Web3 game launcher (Electron + Next.js) shipped on Windows, Linux, and macOS
- Developed the web launcher and Developer Dashboard (Next.js) for game publishing and management
- Led frontend for two blockchain gaming dApps — Monstropolis and No Way Back — with multi-chain integration (Ethereum, Polygon, Arbitrum)

Frontend Engineer | Sherpany | Aug 2020 – Feb 2021

Remote | Zurich, Switzerland — Board management SaaS

- Built frontend features using TypeScript, React, and Redux. Delivered polished, accessible UI components with Ant Design

Frontend Developer | Conferize | Feb 2016 – Feb 2020

Remote | Copenhagen, Denmark — Event management platform

- Primary frontend engineer over four years. React, GraphQL (Apollo Client), real-time features, comprehensive test suite (Jest, Enzyme)

Full Stack Developer | Freelance | May 2013 – Jan 2016

Remote | Worldwide

- Built full-stack web applications for international clients. End-to-end delivery: UX, REST APIs, testing, deployment. MEAN stack (MongoDB, Express, AngularJS, Node.js)

Software Engineer | Amadeus IT Group | Sep 2010 – Mar 2013

Sophia Antipolis, France — One of the world's largest travel technology platforms

- R&D on the core booking engine. Delivered features across UI, business logic, and GDS integration layers via Amadeus Web Services

Software Engineer | Zennio | Oct 2008 – Jan 2010

Toledo, Spain — KNX home automation

- Designed and developed home automation products to the EIB/KNX standard — embedded firmware in C and C++, with configuration and tooling layers in J2EE and LabView

EDUCATION

Computer Science Engineering (Ingeniería Informática) — Universidad Politécnica de Madrid (UPM) | 2001 – 2008

Five-year engineering degree — the pre-Bologna Spanish *Ingeniero en Informática* qualification, equivalent to MSc level.

Erasmus Exchange — University of Thessaly, Greece

Athens Programme — Delft University of Technology, Netherlands

CURRENTLY BUILDING

Atta Labs — my applied AI lab | attalabs.dev · github.com/daniboomerang

Vinaya (the harness), a multi-agent deliberation engine, the MCP server infrastructure they share, and the agents that build them. Research and engineering practice rather than commercial products — the place to look if you want to read the code.