

Luis Lucas Reche

Applied AI Product Engineer

✉ rechedev@hotmail.com 📍 Palma, Spain · Remote

🔗 <https://luisreche.dev> 🌐 <https://www.linkedin.com/in/luisrecheamado/>

🔗 <https://github.com/rechedev9>

Profile

Coding agents such as Claude Code and Codex write the code. I decide what to build, design how it works and answer for what ships. Since 2023 I have taken products from a customer's problem to production and kept them running after launch, across web, mobile, desktop, backend and infrastructure. Two of them are my own products: ClipHub, a desktop app with 100+ users and 130+ releases, and Gravity Room, a strength training app for web and mobile.

Professional Experience

Applied AI Software Engineer, Agentero

Apr 2026 - Ongoing
Remote

- Built, end to end, the internal app that partly automates month-end commission payments, a critical process for a US network of independent insurance agents.
- Maintained and extended the marketplace where those agents reach insurance carriers, across the Go backend on Google Cloud and the Next.js interface.

Freelance Applied AI Product Engineer, SocialPro

2025 - Ongoing
Spain

- Built and launched socialpro.es and did its SEO. Monthly Google impressions went from 155 to 18,700 and clicks from 16 to 285 between April and September 2026.
- Built the brand portal and the first CRM of this gaming and esports agency, as its whole product team.
- Delivered the complete website of Pirotecnia Elche, a fireworks shop and client of the agency, from design to deployment.

Freelance Applied AI Product Engineer, RecheDev

2023 - Ongoing
Palma, Spain

- Took my own and client products from the first conversation to production as a one-person product practice.
- Created ClipHub, my own Windows app that turns a Counter-Strike 2 demo into an edited video. It has 100+ users after 130+ releases, and I share it with SocialPro.
- Created Gravity Room, my own free and open source strength training app for web and mobile.
- Tuned PCs for competitive players to lower latency, overclocked their hardware and built custom machines.

Pharmacist

10 years

- Decided which products to bring in and when, and how to sell them to different customer profiles.
- Managed the database behind multi-warehouse stock and planned purchasing from stock and sales statistics.

Projects

ClipHub	Own product Windows desktop
• Replaced manual recording and editing with one flow: the player loads a Counter-Strike 2 demo and gets an edited video of their best plays. • Shipped 130+ releases to 100+ users through in-app updates. The app also clips streams and follows FACEIT players. • Ran the whole pipeline on the player's PC (parse the demo, record in the game, edit), so making a video uploads nothing.	
Gravity Room	Own product Web and mobile
• Built a free, open source app with 18 strength programs that calculates the weights, sets and reps of every session. • Wrote one progression engine for web and mobile that raises the load after a completed session and adjusts the plan after a failed one. • Added a guest mode so people can try it without an account. The app is in Spanish and English, has no ads and lets users export their data.	
Piroboom	Client Pirotecnia Elche
• Built the complete website of a fireworks shop in Elche, from the design and the content to the server it runs on. • Designed the site around store visits and enquiries for weddings, gender reveals and other celebrations, because fireworks cannot be shipped in Spain. A retried enquiry is recorded once. • Replaced an 82 MB PDF catalogue with a 16-page online reader that has search and zoom, so customers read it without downloading anything.	
SocialPro	Client
• Designed and built the public website, the brand portal and the first internal CRM of a gaming and esports agency.	
Honey Encryption Proxy	Developer tool
• Built a local proxy for Claude Code that swaps proprietary names in a prompt's code for stand-ins and restores them in the reply.	
riskforge	Portfolio
• Built an insurance quote gateway that asks several carriers for a price in parallel, as a study project to learn the domain.	

Education

Higher Technical Diploma in Web Application Development (DAW)	2024 - 2026
Claude Code in Action, Anthropic	2026
CS50: Introduction to Computer Science, Harvard	2024
Java Programming MOOC, University of Helsinki	2024
Degree in Pharmacy, UNED	2016

Skills

Product scoping, UX and interface design, SEO, Release management, Claude Code, Codex, MCP servers, Skills and plugins, Multi-agent workflows, Review of agent output, Go, Bun, Elysia, PostgreSQL, Drizzle, SQLite, TypeScript, React, Next.js, TanStack, Astro, Tailwind CSS, Expo, React Native, Electron, Rust (Uniffi), Docker, GCP, Terraform, Vercel, GitHub Actions, PC hardware, overclocking and latency tuning.

Languages

Spanish (native), Catalan (native), English (advanced).