Lucilo del Castillo

AI Engineer · Full-Stack Developer (LLM agents)

Córdoba, Argentina · Remote

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GitHub: https://github.com/Mounajidev **Studio GitHub:** https://github.com/Mounaji-Webs

Portfolio: https://lucilo-portfolio.vercel.app **Studio:** https://mounajistudio.com

PROFILE

AI engineer and full-stack developer: I build LLM agents and the system around them — retrieval, tool governance and orchestration — and run them in production. Founder of Mounaji Studio, architect and main author of CognitionDesk, a multi-tenant agent platform, and of the agent platform the studio used to merge over 1,000 pull requests in three months. Six years shipping end to end with TypeScript, Node.js, Next.js, Python and Docker.

EXPERIENCE

Founder & Lead Engineer — Mounaji Studio

2020 — Present

Córdoba, Argentina — Remote

- Architect and main author of the studio's AI products: CognitionDesk, the coding-agent platform, the Cockpit, Cortex, AgentLaw and Magnicia (details under Projects).
- Run production on a self-managed VPS: Docker Compose behind Caddy, the API on two replicas with connection draining on every deploy, and one-command rollback to a previous commit.
- Published the shared code as npm packages (50+ under @mounaji_npm; AgentLaw under @agentlaw, Apache-2.0), so a fix lands once and reaches every app.
- Shipped the studio's own products, each with a public site — CognitionDesk, Kondor, Turnia, LogScope, Fixi Hogar and AgentLaw — and two games on Google Play. Built and led a team, and created paid work for other developers.

Full-Stack Developer — Client Work — Independent

2020 — Present

Remote

- Client work in sportswear e-commerce (since 2023) and school nutrition: I build the product and keep it alive after launch.
- Delivered a platform for a team of nutritionists working across schools, with an agent that reads their spreadsheets so nobody has to retype them.

PROJECTS

CognitionDesk · AI platform

2025 — 2026

Founder & Lead Engineer · https://cognitiondesk.com

Multi-tenant platform to build AI agents and put them to work on WhatsApp, Messenger, web chat and email campaigns, driven by workflows over each organisation's own knowledge base.

- Organisation → project → assistant tenancy enforced in the API, not in the UI.
- RAG pipeline (ingestion, chunking, embeddings in Qdrant) and LangGraph workflows on BullMQ workers, off the request path.

Node.js · Next.js · LangGraph · Qdrant · BullMQ + Redis · Docker

Coding-agent platform · Agent orchestration · internal

2026

Architect & author · Private repos: workspace-agent, mcp-hub

The system that lets a fleet of Claude Code sessions work in parallel across the studio's repositories, with one human deciding from a single window.

- Per-machine Node.js daemon: launches and supervises sessions, makes sure every branch has its PR, and syncs repos between machines with ed25519-signed manifests.

- MCP hub serving 11 servers (context, design, database, QA, GitHub…) over HTTP to every machine.
- Designed and directed by me, with most of the code written by Claude Code agents. Result: over 1,000 pull requests merged across more than 30 repositories between August and October 2026.

Claude Code · MCP · Node.js · Tauri 2 · React 19 · TypeScript

Cockpit · Desktop app · internal 2026

Architect & author · Private repo: cockpit-desktop

The window the agent fleet is run from: live chat with every session, a strip showing what each agent is thinking, and the decision cards that belong to the human, with what is needed to settle them in one click.

- Transparent full-screen overlay with per-region click-through: Rust polls the geometry and React reports the interactive areas.
- Global shortcuts, system tray, and screen capture with the cursor marked to hand an agent its context.
- Over 1,000 commits in 2026.

Tauri 2 · Rust · React 19 · TypeScript

Cortex · Curated context for agents 2026

Architect & author · Private repo: cortex (README, eval scoreboard)

A service that hands every agent, in one MCP call, a brief with the project's rules, decisions and learnings plus a map of the code.

- Hybrid retrieval: Postgres full-text search and bge-m3 embeddings in Qdrant fused with RRF, a graph hop, tree-sitter code maps, and ranking that learns from each agent's ratings.
- Measured on an in-house set of 29 golden questions: 100% recall with 155 planted distractors, against 24.1% for the per-repo README and CLAUDE.md files.

MCP · Qdrant · Postgres / Supabase · bge-m3 · tree-sitter · Node.js

AgentLaw · AI agent security 2026

Architect & author · https://agentlaw.dev

A deterministic policy engine for AI-agent tool calls: a prompt injection can persuade the model, it cannot persuade an if.

- ed25519-signed policy manifest and an MCP gateway that decides allow, approve (human in the loop) or deny, fail-closed.
- Hash-chained, verifiable audit log.
- Published on npm under Apache-2.0: @agentlaw/gateway, @agentlaw/core, @agentlaw/audit.

TypeScript · MCP · ed25519 · npm

Magnicia · AI content studio · pilot 2025 — 2026

Architect & author · Private repos: amplifai-frontend, estudio

Takes each piece of a brand's content from script to published — short video or carousel — with a human approving before anything goes out.

- A scriptwriter and a critic run as CognitionDesk assistants: the critic rejects and the writer rewrites in the same thread.
- Animations are HTML templates rendered frame by frame in Chromium and encoded with ffmpeg; approved pieces are published to Facebook through a scheduled queue.

Next.js · Node.js · ffmpeg · Chromium · PostgreSQL · Cloudflare R2

Kondor · Computer vision 2026

Architect & Developer · https://kondor-site.vercel.app

Search hours of recorded video and find people, vehicles and objects at the exact second, with a chain of custody behind every clip.

- Detection, tracking and image embeddings on a GPU worker that only polls — it never accepts inbound connections.
- Published figures: 20 min of processing per hour of video, 121 appearances in 80 s of footage, 3 s per search.

Python · PyTorch · Next.js · Supabase · Cloudflare R2

Prospector · Sales tool · internal 2026

Architect & author · Private repo: prospector

Ranks the businesses in an area by how much not selling online is costing them, and builds a visit list with the reason for each stop. The logic lives in a headless, reusable npm package.

Next.js 16 · Supabase · @mounaji_npm

3D Apparel Customizer · 3D / WebGL 2023 — 2024

Full-Stack Developer · Client (unnamed for confidentiality); demo on request

Real-time 3D sportswear customizer for a brand in the space, embedded into its live storefront: the design arrives as an order.

Three.js · React Three Fiber · WebGL · GSAP

Stone Matcher · Video game 2024

Game Developer · https://play.google.com/store/apps/details?id=com.mounaji.stone_matcher

Match puzzle built in Unity and published on Google Play, with online leaderboards, procedurally generated levels and a progression system.

Unity · C# · PlayFab · Android

StarWay · Video game 2020 — 2021

Game Developer · https://mounajistudio.itch.io/starway

2.5D co-op puzzle platformer with real-time multiplayer over Photon, custom depth sorting and Timeline cutscenes. Demo published on itch.io.

Unity · C# · Photon

SKILLS

AI & agents: Claude / Claude Code, Anthropic & OpenAI APIs, MCP (servers and gateway), RAG, Qdrant, embeddings, LangChain, LangGraph, retrieval evaluation

Back-end: TypeScript, Node.js, Express, REST APIs, BullMQ + Redis, WebSockets, Python, PostgreSQL / Supabase, Firebase

Front-end: React 19, Next.js (App Router), Tauri 2, Three.js / WebGL, GSAP, Tailwind, Chakra UI

Infra / DevOps: Docker & Compose, Caddy, Linux VPS, GitHub Actions, Vercel, Cloudflare R2, Tailscale

3D & games: Unity, C#, Blender, GLSL shaders, Google Play

Integrations: WhatsApp Business API, Meta Graph API, MercadoPago / Stripe, Google Maps, OAuth 2.0

CONTINUING EDUCATION / CERTIFICATIONS

Máster en Programación de Videojuegos con Unity y C# (course in Spanish) — Udemy, Dec 2020 · https://ude.my/UC-c95e6afd-82c4-48bf-8027-65b634f3cf95

Scrum and Agile Case Studies: Scrum in Real-Life Practice — Udemy, Aug 2022 · https://ude.my/UC-e9debece-d994-4df7-8347-4e75596b3082

Unity Turn-Based Strategy Game: Intermediate C# Coding — Udemy, Sep 2022 · https://ude.my/UC-21b9e546-d387-4fab-9545-79ace4ae41d8

EF SET English Certificate — 62/100, C1 Advanced — EF SET, Mar 2024 · https://cert.efset.org/FxYvef

Web & Web3 Development — Platzi, Oct 2020 — present

LANGUAGES

Spanish — Native · English — C1 Advanced (EF SET 62/100, 2024)

CERTIFICATES


udemy

CERTIFICATE OF COMPLETION

Máster en Programación de Videojuegos con Unity® 2021 y C#

Instructors Mariano Rivas, Master Devs

Lucilo del Castillo

Date Sept. 20, 2022
Length 41 total hours

Máster en Programación de Videojuegos con Unity y C# (course in Spanish) — Udemy, Dec 2020


udemy

CERTIFICADO DE FINALIZACIÓN

Scrum and Agile Case Studies: Scrum in Real-Life Practice

Instructores Dejan Majkic

Lucilo del Castillo

Fecha 25 de enero de 2025
Duración 2 horas en total

Scrum and Agile Case Studies: Scrum in Real-Life Practice — Udemy, Aug 2022


udemy

CERTIFICATE OF COMPLETION

Unity Turn-Based Strategy Game - Intermediate C# Coding

Instructors GameDev.tv Team, Code Monkey

Lucilo del Castillo

Date Sept. 26, 2022
Length 14 total hours

Unity Turn-Based Strategy Game: Intermediate C# Coding — Udemy, Sep 2022


EF SET

English Certificate

Lucilo del Castillo

has successfully completed the EF SET Certificate and has earned level:

EF SET
62/100
C1 Advanced

Reading
Listening

Awarded on:
13 Mar 2024

EF SET English Certificate — 62/100, C1 Advanced — EF SET, Mar 2024