Luis Gabriel Caceres Duran

Full Stack Developer (Web3 & Gaming)

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New Brunswick, Canada

Professional Summary

Full-Stack Game Developer with 5+ years of experience, specializing in scalable web/mobile applications and Web3 solutions for gaming and blockchain ecosystems. Proficient in Unity (C), Next.js, React, Flutter, TypeScript, Golang, and Solidity, with hands-on expertise in NFTs, DAOs, and smart contracts. Adept at collaborating remotely with cross-functional teams, delivering clean, scalable code via CI/CD pipelines, and solving complex technical challenges in fast-paced environments. Based in New Brunswick, Canada, and passionate about innovating in the Web3 gaming industry.

Skills

Gaming	:	Unity (C#), Three.js, Game Development Processes, SDK/API Integration
Web3	:	Solidity, Smart Contracts, NFTs, DAOs, Blockchain
Languages	:	TypeScript, Go, C#, Python, Bash
Web & Mobile	:	Next.js, React.js, Flutter, Vue.js, Tailwind CSS, Supabase
Tools	:	Docker, Kubernetes, Git, CI/CD, RESTful APIs, Jest
Analytics	:	Google Analytics, Google Tag Manager
Others	:	Linux, Cybersecurity, Figma
Languages	:	English (C1 IELTS), Spanish (Native), French (Basic)

Experience

Head of Engineering   JAN 2024 — Present
Lezgo   *New Brunswick, Canada*

- Architected a scalable OTA platform using Next.js 15, React, and Supabase, integrating APIs and ACLs for secure, tailored solutions.

- Collaborated remotely with stakeholders to align technical decisions with business goals, shipping code via Vercel CI/CD pipelines.

- Optimized performance with caching strategies, enhancing user experience in a fast-paced development cycle.

Full Stack Developer   JAN 2024 — Present
Takumi Software   *Remote (Barcelona)*

- Built scalable Golang backends and Vue.js/Flutter frontends, integrating RESTful APIs and gRPC for seamless communication.

- Worked with cross-functional teams in an agile, remote setting to troubleshoot and debug complex issues, ensuring high-quality deliverables.

- Leveraged analytics tools (Google Analytics, Meta Pixel) to inform technical decisions and enhance user engagement.

IT Manager   OCT 2020 — OCT 2023
HQ Rental Software   *Remote (Curaçao)*

- Led a remote team of 10+ engineers, fostering collaboration and accelerating project delivery by 40% through streamlined processes.

- Integrated third-party APIs into a WordPress booking engine, improving client satisfaction and conversion rates by 20%.

- Proactively resolved technical challenges, maintaining rigorous code quality via reviews and testing.

Education

Game Development, *NBCC, Graduated 2025*
B.Sc. Chemical Engineering, *University of America*
B.Sc. Petroleum Engineering, *University of America*
Front-End Professional Certificate, *META*
IT Support Professional Certificate, *Google*
Cisco Cybersecurity Specialist (CCS), *Digital Nova Scotia*

Projects

Lezgo - Car Rental OTA

- Built a scalable Car Rental OTA using Next.js 15, React, Supabase, Prisma, and PostgreSQL, with Zod validation and ACLs.

- Deployed via Vercel with Tailwind CSS, Sentry, and Google Tag Manager for analytics.

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Elemental Arena - 3D Game (In Development)

- Developing an interactive 3D game using Three.js and Next.js, with real-time rendering and scalable architecture.

- Leveraging Grok 3 (xAI) for development support, deployed on Vercel for iterative testing.

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Dynamic Portfolio

- Developed a scalable React-based portfolio with Node.js, Express, and MongoDB, deployed via Docker on AWS EC2.

- Demonstrated clean, maintainable code with CI/CD integration.

- **Click Here**

Bellus App

- Built a cross-platform mobile app with Flutter and Go, integrating RESTful APIs for real-time functionality.

- Focused on user-centric design and adaptability in a fast-evolving tech landscape.

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