Alvaro Galvan

AI PRODUCT ENGINEER

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SKILLS

AI ENGINEERING

LLM integration · Agentic pipelines · Agent harnesses (Pi) · Multi-model orchestration · Structured outputs · Context engineering · Streaming (SSE) · Guardrails & moderation · Image generation pipelines

BACKEND

TypeScript · Python · Go · REST APIs · FastAPI · WebSockets

FRONTEND

React · React Native · Next.js · Svelte · Astro · Expo · Tamagui

DATABASES

SQLite · PostgreSQL · Turso · Drizzle ORM

DEPLOYMENT

Docker · CI/CD · Fly.io · Cloudflare Workers

EDUCATION

Software Engineering
Self-directed 2023 – 2024

Master's in Creativity and New Media
CEV, Madrid 2008 – 2009

Bachelor's in Communication and Media Studies
Universidad Complutense de Madrid
2002 – 2007



AI product engineer with a decade in graphic design: movie posters, book covers, and websites for authors. Moved into engineering when AI shook up the creative industry, and now builds AI products for creative work.

EXPERIENCE

Founder & Engineer
May 2026 – Present

Botworks LLC

- Building **Rickrack**, a native Mac studio for AI image generation. Area edits, branching versions, and side-by-side model comparison, written in Rust with GPUI. Open beta soon.
- Shipped **Migraine Control**, a migraine tracker: one tap to log an attack, details when the pain lifts, and reports to bring to a doctor. Live on Google Play (Expo, React Native, Turso).

Backend Contractor
Dec 2025 – Jul 2026

StoryOrigin

- Built a PDF-to-EPUB converter that turns illustrated books into ebooks entirely in the browser. TypeScript with PDF.js and zip.js, tested with Vitest.

AI Engineer
Oct 2024 – Apr 2026

Independent projects

- **The Ravensfield Collection**: a museum that invents a new artifact, artwork, and story every day. Claude and Leonardo.Ai run the pipeline, and a final vision check makes sure the story matches the art.
- **Stardial**: spin a dial, land on a planet, and talk to an alien who remembers you. Started as a Python and Svelte prototype, then rebuilt in Expo with Claude, streaming replies, and two-layer moderation.

Co-founder
Jan 2020 – Jun 2022

SiteArcade

- Co-founded a startup that built websites for authors automatically. Worked on UI/UX design and implementation side by side with the principal engineer.
- Grew the company blog into a top-5 resource for authors by organic traffic, with a small team of independent writers.

Founder & Graphic Designer
Jan 2018 – Dec 2019

Striking Books

- Designed covers for indie authors that fit their genre and sold books. Many came back for the rest of their series.

Lead Graphic Designer
Oct 2011 – Dec 2017

Troma Entertainment

- Six years designing posters, physical media, and the original Troma Now streaming platform for the studio behind *The Toxic Avenger*.