

Austin Spraggins

Co-Founder, CTO & Director | Software Architect | Applied AI Engineer

Fresno, CA · Remote US · 559-818-0467 · spragginsdesigns@gmail.com

[Portfolio](#) · [GitHub](#) · [LinkedIn](#)

PROFILE

Hands-on CTO and software architect with paid software and web engineering work spanning more than five years. Co-founded LineCrush and leads technical direction and implementation across its production AI product, Python data engine, mobile clients, agent delivery system, and cloud operations. Independently built SureWord across web, Android, and macOS; released a commercial game on Steam; and delivered client websites and business automation. Writes and reviews code directly while designing Claude Code and Codex workflows with durable execution and proof gates.

LEADERSHIP AND ENGINEERING EXPERIENCE

Co-Founder, CTO & Director | LineCrush Inc. | Apr 2024-Present

- Architected and shipped a live sports research platform across Next.js/React/TypeScript, asynchronous Python services, PostgreSQL/Neon, Redis, AWS, Vercel, and an Ubuntu VPS. Lead technical direction while writing and reviewing production code in a two-founder team.
- Built multi-provider AI features for sports research, picks, real-time signal search, and betslip/report analysis using OpenAI, Anthropic, Gemini, Perplexity, and vision/OCR. Designed model selection, response validation, fallback paths, and user-facing experiences.
- Built ingestion, enrichment, grading, notifications, and real-time data workflows that connect scrapers and scheduled jobs to product APIs, alerts, and research surfaces.
- Created an engineering agent system using Linear intake, Claude Code and Codex sessions, shared MCP tools and skills, durable state, code review, product-path proof, and release gates.
- Built SwiftUI iOS features, a Kotlin/Jetpack Compose Android client in progress, and Chrome/Firefox extension surfaces against the platform's shared APIs.
- Own architecture and delivery decisions across authentication, payments, deployment, monitoring, and product roadmap while continuing to implement and debug features directly.

Web Developer & Marketing Specialist | Gelateria Del Centro | Jul 2023-Apr 2024

- Designed, built, and deployed the business website with React, JavaScript, and CSS, covering responsive UI, content, search visibility, and marketing execution.

Web Development Instructor | Bitwise Industries / Geekwise Academy | Jan 2022-Jul 2023

- Taught HTML, CSS, JavaScript, React, tooling, and accessibility; designed practical exercises and mentored career-changing students through their projects.

Junior Web Developer | Effycent | 2021-2022

- Developed client web and mobile experiences with HTML, CSS, JavaScript, Webflow, and low-code tools; contributed UI/UX assets, prototyping, and integration utilities.

Web Design and IT Support | Clovis Community College | 2021

- Built and maintained accessible web pages and assets using Cascade CMS, HTML, CSS, JavaScript, and Adobe tools. Supported device setup and technical troubleshooting for students and staff.

SELECTED PRODUCTS AND CLIENT WORK

SureWord | Independent AI product | 2024-Present

Built a [live web product](#) with a downloadable Expo/React Native Android app and a SwiftUI macOS client on a shared Next.js backend. Implemented streaming study chat, hybrid Scripture retrieval using pgvector and keyword matching, personal notes and memory, offline KJV reading, auth, and billing. [Source](#).

Gunmetal Orbit | LineCrush Games | Released Sep 2026

Built and released a [commercial Godot 4.7 game on Steam](#), including gameplay systems, native builds, and post-launch maintenance.

SaveALife CPR | Client automation

Built a Python Bookeo-webhook integration with Azure AD B2C authentication, Canadian Red Cross MyRC OData registration, notifications, and booking status updates. Reworked the integration after a portal change in 2025. Private client work.

Constrong and business websites | Client work

Built a [responsive Next.js contractor website](#) and other local business web experiences through Spraggins Designs.

FileSteward AI | Android product in development

Building a Kotlin file manager with a local Room index, on-device OCR, durable AI turns, and a review-before-apply agent workflow for file actions.

TECHNICAL DEPTH

AI and agents: Multi-provider LLM APIs, retrieval and vector search, tool use, MCP, durable agent workflows, structured outputs, model routing, vision/OCR, quality gates.

Product and data: TypeScript, Next.js, React, Node.js, Python, REST, WebSockets, PostgreSQL, Redis, Prisma, ETL, scraping, scheduled jobs.

Cloud and clients: AWS S3/SES, Vercel, Docker, Linux, GitHub Actions, SwiftUI, Kotlin/Compose, Expo/React Native, Godot/GDScript.

EDUCATION

A.S., Information Systems: Web Design, Clovis Community College (2021)

Certificate of Achievement, Information Systems: Web Design, Clovis Community College (2020)