Lane Spangler

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AI can now write your code, but it doesn't know your organization: the decisions behind the work, the reasoning that led to them, and the alternatives that were tried. I help organizations from small businesses to companies like Ableton turn that knowledge into a layer they own, and put AI to work on it, from new features to upgrades of old code. At Ableton I built Chariot, which lets designers and product managers make working changes to the product itself, and I now develop it there as a contractor.

EXPERIENCE

Ableton, Berlin

Applied AI Engineer, Freelance — Jul 2026 – Present

- Building **Chariot**, an AI prototyping tool that puts coding agents in designers' hands: describe a change to Live, Push, Move, or Note and try it in a working build of the real product, with environment setup, git workflow, and agent configuration automated. Launched it on staff at a hack sprint on my own initiative; designers and product managers across Ableton's product teams adopted it. Rust core, SolidJS/TypeScript interface.

Software Engineer, Live UI — Apr 2023 – Jul 2026

One of two engineers setting technical direction for Live's UI.

- Built a time-travel debugger for Live's UI: replay state from recorded input events, trace each state change to its cause, reconstruct any past frame. Part of a push I led to treat UI developer experience as a delivery bottleneck. C core, Rust CLI and GUI.
- Shipped generative composition tools for Live 12 and led advanced note-selection in its MIDI editor.

Software Engineer, Integrations Team — Sep 2019 – Apr 2023

Third-party hardware integration with Ableton Live.

- Overhauled the platform third-party controllers use to drive Live (an embedded Python runtime and controller-definition framework) and led its migration to Python 3.
- Rebuilt the framework around a declarative model: product behavior as a data structure with seams for custom code.
- Built the hardware-display layer Ableton Move later shipped on: a Python API over a fast C++ core.

Coshx Labs

Full Stack Engineer — Jul 2018 – Jul 2019

- Shipped client web apps end to end, including a React/Redux app a hospital used to triage employee burnout.

INDEPENDENT WORK

0k.computer — Jul 2026 – Present

Local-first, agent-operable. In development; unreleased.

- **Most of the system is written by coding agents under my direction**, held to quality by validation infrastructure I built: executable specs that boot the full system in a container and drive the real UI, with every run leaving a SQL-queryable trace agents use to diagnose and correct their own mistakes.
- Designed the system to be operable by agents rather than scripted around: every capability is an agent tool (MCP) generated from a single definition, on a durable-execution runtime whose sessions are journaled and replayable.
- Built identity and sync with no account server: public-key identity, QR device pairing, and capability delegation for revocable sync grants; FIDO2 hardware unlock. Runs on Linux, macOS, and iOS.

SKILLS

AI & AGENTS Production LLM systems · agent harness design · MCP & agent tool surfaces · evals for coding agents · AI enablement for non-engineers

ENGINEERING Rust · TypeScript · React · SolidJS · C++ · Python · developer platforms & SDK design · interaction design · hardware integration · Linux servers & command line

EDUCATION

University of Virginia · **B.S., Computer Science** · 2014 – 2018