SPACE DEVIN

Founder of Knoeone. Designer, developer and engineering leader.

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Designer, developer, and leader. Self taught. Thirty years of shipping: my own CMS, a MySpace automation company profitable from day one, a mobile giving platform, VFX pipeline tools, a food delivery startup before Uber Eats, a decade of products at ae.studio, and Principal Software Architect at AEG Presents. Now founder of Knoeone, building my own products end to end: Hypery, the auth, model gateway and billing layer for AI products; Nihmbus, a workspace where people and AI agents run marketing work together, with every action exposed to the UI, the API and agents from one registry; PopCraft, a WebGPU design app that puts vector UI, painting, pixel art and whiteboards in one multiplayer file; Dune, an AI-first desktop IDE; and Tish, the programming language under them, with a Game Boy Advance engine on top.

EXPERIENCE

Founder & Innovator · Knoeone — Mar 2023 – Present

Directed enterprise architecture, fractional CTO services, and full-stack agile development for a diverse portfolio of client projects while concurrently incubating proprietary internal technology products.

- **Client Architecture & Fractional Leadership:** Directed the end-to-end product lifecycles for external clients, bridging the gap between aggressive commercial goals, user-centric UI/UX design, and elite engineering execution.
- **Internal R&D & Product Incubation:** Spearheaded the technical architecture for proprietary internal ventures, driving concepts from initial R&D to public launch. This includes a custom memory-safe compiler ecosystem (Tishlang), a WebGPU-rendered developer environment (Dune), and a cross-platform vector design application (PopCraft).
- **Zero-Trust & Cloud Optimization:** Architected scalable, zero-trust cloud infrastructures and advanced CI/CD pipelines, significantly optimizing client performance, security, and overarching cloud spend.
- **Cross-Functional Alignment:** Excelled in fulfilling client expectations and mitigating inter-departmental friction by applying agile methodology, transparent communication, and acting as a central authority aligning product, marketing, and engineering.
- **Full-Stack Engineering:** Engineered robust web and systems solutions utilizing a modern technical arsenal including TypeScript, JavaScript, Rust, C++, Next.js, WebGL, WebGPU, and React Three Fiber.

Founder & Principal UX Architect · PopCraft — Mar 2026 – Present

Founded and directed the product strategy for PopCraft, a highly versatile, WebGPU-powered multiplayer design application. Led the overarching creative and technical vision, managing the product lifecycle from initial rapid prototyping to full architectural implementation, bridging the gap between rigorous technical performance and a bold, mid-century pop-art aesthetic.

- Architected a unified, high-performance rendering engine capable of simultaneously supporting vector UI design, raster painting, and full pixel art sprite animation within a single collaborative workspace. Directed the development of complex real-time multiplayer features, including live cursors, version history, and interactive widgets.
- Championed developer and creator experience by designing a highly modular plugin ecosystem with custom API integrations and AI-assisted workflows. Streamlined complex technical requirements into a cohesive, user-centric product strategy aimed at redefining cross-functional design and prototyping for modern creative teams.

Founder & Head of Engineering · Dune IDE — Apr 2026 – Present

Directed the product vision and enterprise architecture for Dune IDE, a proprietary AI-first native desktop developer environment. Led the strategic development from initial concept to a fully realized workspace ecosystem, prioritizing a frictionless developer experience and high-performance system execution.

- Architected the foundational platform strategy, integrating an autonomous AI coding agent with a remote-capable headless workspace server. Managed the product roadmap for ecosystem extensibility, ensuring seamless integration with enterprise deployment pipelines and existing extension marketplaces.
- Championed a zero-compromise approach to product design and UI/UX, driving the creation of a highly modular interactive environment. Streamlined complex architectural requirements into a cohesive product strategy aimed at redefining modern software development workflows.

Founder & Head of Product · Nihmbus May 2026 – Present

Directed the product vision and overarching strategy for Nihmbus, an autonomous-agent marketing and collaborative social media platform. Led the venture from initial conceptualization to a fully scalable enterprise solution, enabling marketing teams to deploy and manage autonomous AI agents for comprehensive digital campaigns.

- Architected a unified, enterprise-grade platform strategy centered on a single action registry, ensuring seamless alignment across UI surfaces, API endpoints, and AI tool execution. Engineered robust governance features—including workspace isolation, role-based access control, and multi-step approval chains—to meet stringent enterprise compliance requirements.
- Championed a seamless user experience that bridges advanced AI automation with human oversight. Streamlined complex architectural demands into a cohesive product that scales autonomously from individual creators to large-scale agency operations, fundamentally optimizing modern digital marketing workflows.

Creator & Lead Systems Architect · Tishlang Feb 2026 – Present

Spearheaded the foundation and technical strategy of Tishlang, an open-source memory-safe programming language ecosystem. Directed the end-to-end product lifecycle from core compiler R&D to public community launch, bridging the gap between familiar web syntax and high-performance native systems engineering.

- Architected the overarching systems strategy, designing a secure-by-default runtime and a comprehensive developer toolchain. Drove the open-source community distribution and adoption strategy, positioning the language for widespread use across web, desktop, and embedded platforms.
- Led strategic business development and R&D funding initiatives, including authoring formal grant proposals for the National Science Foundation (SBIR Phase I) and the Sovereign Tech Fund. Championed developer experience (DX) and managed the technical roadmap to ensure seamless cross-platform deployment and ecosystem growth.

Principal Software Architect · AEG Presents Nov 2023 – Feb 2026

Directed enterprise platform architecture, cloud infrastructure optimization, and DevOps modernization for a multi-billion-dollar global live entertainment division.

- **Directed Enterprise CI/CD Overhaul:** Personally architected, led, and delivered a massive interdepartmental migration from Azure DevOps (ADO) to GitHub Actions (GHA). Successfully navigated one of the most complex cross-departmental technical initiatives in the organization's history to modernize the deployment pipeline and accelerate build/deploy speeds by 80% with zero downtime.
- **Championed Cloud-Agnostic Infrastructure:** Defined and enforced cloud-agnostic development standards across the engineering organization using tools like Atmos, future-proofing enterprise architecture and preventing vendor lock-in.
- **Cross-Functional Leadership:** Directed inter-project communications and technical strategy across 7 distributed pods and 4 concurrent projects, ensuring architectural alignment and seamless collaboration across international teams.
- **Team Building & Talent Acquisition:** Spearheaded organizational scaling by building out multiple high-performing engineering teams. Drove the end-to-end hiring process and successfully recruited top-tier engineering talent, including strategic hires from previous professional networks.
- **Substantial Operational Savings:** Negotiated high-leverage vendor contracts and optimized cloud infrastructure resource allocation to slash overarching cloud spend by 30%.
- **Rebuilt Mission-Critical Infrastructure:** Spearheaded the architectural design of core systems, reducing systemic errors and tour creation time by 60% for global live tours.

Founder & Program Manager · Hypery Aug 2023 – Present

Spearheaded the technical foundation and product lifecycle for Hypery, a unified AI infrastructure platform delivering authentication, an OpenAI-compatible gateway with over 200 models, and usage-based billing. Directed the strategic vision to simplify complex AI application development by consolidating essential infrastructure into a single streamlined SDK and endpoint.

- Architected the platform's core infrastructure, enabling seamless integration with top-tier model providers while engineering a robust metered billing and auto-replenishment system. Led the design of comprehensive developer tooling, ensuring scalable OAuth 2.0 application flows, fine-grained access controls, and secure workspace scoping.
- Drove the overarching business and developer experience strategy, prioritizing frictionless onboarding and enterprise-grade reliability. Translated complex API and payment infrastructure requirements into a cohesive, high-performance product that accelerates go-to-market timelines for AI-driven software ventures.

AE Studio Feb 2016 – Present

Founder & Chief Swag Officer Sep 2023 – Present

T-shirts and hoodies don't design themselves, you know.

Founder & Director of Technology Innovation Feb 2022 – Sep 2023

Regularly engage in super conversations, conferences & retreats, to discover and implement new technologies and strategies to improve our products and systems.

- Lead our efforts of internal peer-to-peer rewards, getgratz.com. Design and drop 8 new rewards every month since launching in 2021 with over 85% monthly employee engagement.
- Participate in company hackathons delivering great projects on a tight timeline winning awards several years in a row. Co-won a lobster in a bottle of booze once. It did not end well.
- Champion new tech, PoC to leads, build and mentor the teams that use it. Support the team and product throughout its lifecycle as it grows and evolves. Cry when the product is taken over by the client's new team.

Founder & Lead Architect Feb 2020 – Feb 2022

PoC and stress test client ideas & requirements to rapidly iterate with full platform architecture.

- Create & manage internal projects, tools, and skunkworks ideas. Develop full stack products, navigate goals & setbacks, manage business strategies & expectations. Create designs & UX for some of our greatest apps and websites.
- Architect and design the company website and oversee some of its changes and evolution as the company evolves; and it has evolved.
- Champion UI/UX initiatives across our spectrum of projects so that end users didn't have to push the "I don't know what this is" button.

Founder & CTO Feb 2016 – Feb 2020

Co-founder and passionate tech lead actively contributing to company success and growth from 4 founding employees to over 150 by 2022.

- Stand at the corner flipping a sign that says "Fractional CTO for hire."
- Build and manage dev teams to create the best version of clients' visions. Work with clients to create project scope, estimates, roadmaps, sprints, and deliverables. Lead and participate in standups, acceptance meetings, account management meetings, dev discussions, and design/UX discussions.
- Work with clients with diverse backgrounds across many industries including healthcare, blockchain, tech, finance, wellness, business management, cannabis, fashion, entertainment, education and media.

Chief Technology Officer · Crunchbutton Apr 2012 – Feb 2016

Co-founder of a Los Angeles-based product team focused on simplifying the online food ordering experience. Joined the startup incubator BetaSpring with a fully working prototype on the first day, and was profitable from day one, long before Uber Eats.

- Created designs and product roadmap to leadership spec. Developed a PHP + MySQL backend and a responsive AngularJS web frontend with MySQL geospatial queries. Launched two separate apps for customers and drivers built on top of a PhoneGap stack. Built a robust admin system for customer service, restaurants, drivers, and management to track orders in real time, schedule, run payroll, and get restaurants paid.

Chief Technology Officer · Give.mobi LLC Jul 2008 – Sep 2012

Created a lightning fast mobile web donation and engagement platform for non-profits. Built using a PHP, MySQL, CentOS and PayPal stack. Created designs, branding and creative direction. Launched and provided support for a robust management and reporting platform for both individual NPOs and those that had many under their umbrella.

PHP Architect · Luma Pictures Sep 2009 – Aug 2012

Created a customizable suite of VFX internal project and resource management tools used by virtually every member of the company and more. Ported hundreds of existing internal tools to a single PHP MVC framework using the existing MySQL database. Built a real-time asset and resource scheduler using MooTools. Created the front-facing company website. Created a custom ticket system integrated with Redmine. Created payroll management with Administaff payroll integration. Built external tools for client and internal deliveries and engagement. Won the company-wide Mustache March contest.

Senior Software Developer · Eyemagine Tech Mar 2009 – Sep 2009

Worked on backend architecture to client spec and coding standards using PHP, Zend Framework and Magento. Built a payment management back office for the Archdiocese of Chicago. Created sleek front-end experiences using MooTools and jQuery.

Chief Executive Officer · FriendBot Apr 2005 – Aug 2009

Founded and led a product focused tech company to unlock and amplify the potential of social media. Built the first sellable version in Visual Basic and sold it on eBay. Quickly realizing its potential, hired several developers to build out a whole suite of products for MySpace in C# for both Windows and Mac.

- I primarily focused my time on building, marketing and selling a tiered suite of software that had friend request accepting, bulk messages, event notifications, friend finding, etc. This included a remote licensing system which allowed labels to purchase a license per account, shifting sales to B2B, making it much easier on me. And to make it even easier, I created a scalable affiliate & reseller platform with built-in analytics, payroll dashboards, and customizable hosted ecommerce stores that only sold our products.
- With more growth I negotiated reseller agreements with competitors and partners to maintain our industry position. Created an aggressive set of Google Ads campaigns. Built a PayPal clone payment platform from scratch to support FriendBot, partners and competitors. Created our largest team, the customer support team. Maintained profitability from day one and a multimillion-dollar revenue in year one.

Software Engineer · Owl Technology Mar 2005 – Jan 2007

Once upon a time, there was no YouTube, no Spotify, no SoundCloud. It was a very quiet time for the internet. So with RadioRadio, we tried to change that. Built a platform for media promotion, distribution and sales using a PHP, Perl, Flash, ActionScript, MySQL and JavaScript stack. Created an internet radio station, artist engagement forums and tour location map.

Web Engineer · Simple Star Oct 2005 – May 2006

Created user-facing tools for users to view and manage their photos online at photoshow.net. Built Smarty templates to design spec for use on our PHP/MySQL stack, as well as developing and integrating multilingual localization functionality into a PHP/Java backend. Created multiple microsites for both Walgreens and Flickr integrations.

Senior Web Developer · E-mpire Ltd. Co. May 2005 – Oct 2005

Developed and managed innovative, dynamic content management system ideas utilizing mainly PHP, MySQL, and DHTML. Created and developed architecturally sound new ideas for the dynamic web content industry with built-in advanced SEO strategic systems. All systems designed to be platform independent on FreeBSD and Red Hat Enterprise Linux 3.

Senior Programmer · Zepa Studios Apr 2004 – Feb 2005

Creation of online multiplayer environments with the use of MS VC, mSQL, Bryce 3D, MilkDrop, and Photoshop. Developed server-client connection classes, server environment, multiplayer engine, and client-side world maps for Windows, Mac, and Linux. Managed team responsibilities and day-to-day activities.

Web Developer / Designer · AspenTreeMedia Dec 2003 – Jan 2005

Built interactive websites using Flash MX, ActionScript and JavaScript. Created backends using PHP to Flash remoting, ColdFusion and MySQL. Worked with clients and leadership to develop products and websites to spec and on time. Participated in product design and technical architecture meetings.

Technical / Network Support · M2 / DCTI Jul 2001 – Jan 2003

Maintained a datacenter composed of HP-UX, Red Hat Linux, Windows 2000 Server, Windows Server, Cisco PIX, Tandem (HP NonStop Himalaya Series) and other Cisco infrastructure. Received merchant processing troubleshooting calls and addressed them accordingly. Main monitoring tools included mSQL and in-house developed ColdFusion apps. Daily tasks included fraud prevention and reporting, and server maintenance.

PROJECTS

Write-ups, screenshots and commit history for each at space.la/projects.

RECENT

Tish 2026 Creator of an AI-native, hybrid AOT/JIT programming language and toolchain that compiles a JavaScript-like language to Rust, JavaScript and native code. Rust, Compilers, WebAssembly

Dune 2026 An agentic IDE that learns skills from your workflow. Tish, Rust, AI agents

PopCraft 2026 A WebGPU design tool: vector UI, raster painting, pixel art and whiteboards in one file, with multiplayer, version history and a plugin marketplace. WebGPU, TypeScript, Tauri

Chuggie 2026 A Game Boy Advance game engine for writing GBA games in Tish. Tish, Rust, ARM

deckard.lol 2026 A real-time, four-deck collaborative DJ and production platform. Web Audio, WebSockets, Tish

Hypery 2023 A unified API gateway for multiple AI providers, with authentication, billing and team monitoring. Next.js, LLMs

SunnySwap 2023 Contract developer on an Ethereum token-swap dApp for an outside client over summer 2023. Ethereum, wagmi, RainbowKit, Next.js

Sixpix 2023 Mobile app for AI image and text generation with DALL-E 2, GPT-4 and SDXL. React Native, Expo, Next.js

Nanana 2023 AI recipe app that generates recipes and images from what you have. Flutter, Next.js, OpenAI

Nuxt AI Resume 2023 AI resume generator with PDF export. Vue, Nuxt, Bun, GPT-4, Postgres

Knoeone 2023 My label: a software agency on one side, my own products on the other. It started as a storefront and pivoted. Shopify, Next.js Commerce, GraphQL, Stable Diffusion

AT AE STUDIO

Billbox (PeachyPay) 2021 Medical bill payment platform, sold as PeachyPay: payment plans, credit reporting and monthly payments direct to providers. Next.js, MongoDB

Gratz 2021 The studio's peer-appreciation rewards app, with Slack and Printful integrations. Nullstack, Tailwind, MongoDB

Raregoods 2021 NFT marketplace on Ethereum and Polygon. Next.js, Web3

Instill Video (Otter) 2020 OTT streaming platform, codenamed Otter: I built the original prototype and launched both the platform and its first customer, The Pilates Class, leading UI/UX and the client relationship. Next.js, React Native, React Native Web

SameDay Health 2020 HIPAA-compliant Covid testing scheduling platform on GCP, with a large cut in infrastructure cost. GCP, Serverless, HIPAA

Hawaii contact tracing 2020 Bluetooth Covid contact-tracing app for the state of Hawaii. Mobile, Bluetooth

Krabot 2020 Headless e-commerce storefront for a CBD and botanicals retailer: a Next.js front end on WooCommerce through WPGraphQL, with JWT accounts, Yoast SEO, reviews and crypto checkout through GloBee. Next.js, WooCommerce, GraphQL, Apollo

Kersplat 2020 Custom apparel app: design a shirt on your phone, then order it or send it to a friend, printed and shipped without inventory. Expo, Next.js, Shopify

Chibotle 2020 Chipotle ordering bot for Slack and Zoom with NLP and off-menu combos. Next.js, MongoDB, NLP

The Chicagoist 2019 News app with audio recordings of articles and playful animations. React Native, Redux, TypeScript

Shirt App 2018 Custom t-shirt maker with social gifting, rebuilt for iOS and Android with an admin and render workers. Ionic, Node, Postgres, Shopify

Copy-trading crypto app 2018 Social crypto trading app where you can automatically follow other traders' trades. React Native

Turboprop and cronparty 2018 Internal tools: a proposal generator that replaced hand-made PDFs for sales and account management, and an OAuth integration for running crons on Vercel. Node, Vercel

BitFax 2017 Online fax service with Bitcoin payments. React, Node, Twilio

Mail Princess 2016 On-demand mailing of checks, documents and images to any address, or by fax. Ionic, PHP

AT CRUNCHBUTTON AND LUMA PICTURES

Cockpit 2014 Real-time order tracking and back-office app for drivers and operations. Cordova, AngularJS, PHP

Crunchbutton platform 2012 PHP/MySQL REST backend on my own Cana framework with geospatial queries, plus separate customer and driver apps for iOS and Android. PHP, MySQL, Cordova, Angular, Stripe

urlrunner 2011 macOS utility that opens files on the studio network from web links, with Finder integration. Objective-C

Luma Pictures website 2011 The studio's public site with a custom JavaScript media player. PHP, jQuery

BigBrother 2010 VFX production tracker: asset and resource scheduler, Redmine ticketing, Administaff payroll and timesheets, and client delivery and review. PHP, MySQL, Python, jQuery

OPEN SOURCE

woodpecker-api and apibtc 2017 Published npm client libraries. Node, npm

Tipsy 2014 PHP micro-framework, benchmarked faster than Lumen and used by thousands. PHP

Cana 2012 PHP MVC framework with smart database caching; ran Crunchbutton. PHP, MySQL

Timeout 2012 Asynchronous setTimeout for PHP. PHP

osFileManager 2003 Open-source PHP file manager, 1,000+ downloads a month for over a decade. PHP

EARLIER

Ionic Video Chat 2017 White-label live video, VoIP and text chat app sold on the Ionic Market and adopted by businesses. WebRTC, WebSockets, Ionic, Node

Moonshyne 2017 Co-founded a gig marketplace connecting bartenders with events. Ionic, Node, MongoDB, Stripe

Diet Victory 2017 Diet tracker for keto and ratio-based diets. React Native, Node

BEAT.R 2017 VR infinite-runner music game on iOS, Android, tvOS and Steam. Unity, C#

Juryoku 2014 Multi-gravity space battle game in the spirit of Worms. Unity, C#

Colos 2013 Philips Hue lighting app with preset animated transitions. Cordova, iOS

Colaby 2010 Modular project management system with views tailored to each team role. PHP, jQuery

WoW Stat 2007 World of Warcraft realm monitor that alerts you when your server is back up, rebuilt from C# to Electron. Electron, C#

World of Warcraft addons 2007 Lua addons focused on UI, raiding and PvP. Lua, WoW API

LitePay 2006 PayPal-like payments for countries PayPal didn't serve, $1M in transactions. PHP

Tight FTP 2006 FTP/SFTP client with a built-in syntax-highlighting editor. C#

MySMS 2005 Anonymous group and individual texting to AT&T and Verizon phones. PHP, MySQL

Silver Lake Chamber directory 2005 Member directory for the Silver Lake Chamber of Commerce. PHP, MySQL

Gemini Portal and RawCMS 2004 Open-source CMS comparable to Drupal or WordPress that ran dozens of client sites: galleries, forums, forms, landing pages, calendars and search. PHP, MySQL, JavaScript

SKILLS

Languages	TypeScript, JavaScript, Rust, PHP, C#, Tish, Go, Python, Dart, Objective-C, WGSL, SQL
Frameworks & runtimes	Next.js, React, React Native, Expo, Node.js, Unity, Electron, Ionic, Flutter, Cordova, AngularJS, Tipsy, Cana, orbit, egui
Product & design	Product strategy, UI/UX, Figma, Sketch, Photoshop, Illustrator, Design systems, Dark mode first, Branding
Leadership	Founder & CTO, Fractional CTO, Team building, Mentoring, Client scoping & estimates, Roadmaps, Hackathons, Hiring
Backend & data	PostgreSQL, MySQL, MongoDB, Redis, GraphQL, REST, Payments (Stripe, PayPal), Auth & OAuth, Pubsub, Cron
Infrastructure	Vercel, AWS, Docker, Linux, Nginx, Heroku, cPanel, CI/CD, Git, Bash
Mobile & native	iOS, Android, Hybrid apps, App Store shipping, HealthKit, Push notifications, WebRTC
Graphics, games & AI	WebGPU, WebGL, Shaders, Game Boy Advance, VR/AR, AI gateways, LLM tooling, Image generation
Ecosystems	Shopify, WordPress, Magento, Filecoin/Web3, MooTools, Flash & ActionScript, Visual Basic, ColdFusion