LANCE ROGERS

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SUMMARY

AI engineer with 11 years software engineering experience. Creator of festival vibe engineering framework, previous backend fintech and crypto.

EXPERIENCE

Obedience Corp Mar 2025 -- Present

Founder & Principal Software Engineer (Applied AI) *Remote*

Technologies: *Go, Python, Rust/egui, TypeScript, Ollama, Claude Code, Codex, MCP, RAG*

- Built **Obey Voice**, a Go based group chat voice harness connecting local models through Ollama and coding agents through Claude Code, Codex, Cursor, and Grok, with a native Rust desktop app and terminal interface.
- Implemented streaming speech recognition and synthesis, sentence-by-sentence playback, and interruption handling; coordinated multiple personas with separate models and voices in a shared conversation.
- Designed guild-core, a Go framework with multi-provider routing, cost tracking, MCP tool integration, eval harnesses, and local RAG.
- Built **camp** and **fest**, Go CLIs that turn development plans into tracked agent tasks with persistent progress, human review gates, validation, and cross-project traceability.
- Own the release and adoption path for fest.build -- cross-platform builds, package distribution, versioned releases, onboarding documentation, and direct user support -- reaching 2199+ installs.

Investifi (ODT Trading Subsidiary) July 2025 -- Feb 2026

Senior Software Engineer *Remote*

Technologies: *Python, Django, Zoho CRM, FastAPI, Supabase, Railway, GH Actions, Jira, Docker, Sentry, React*

- Built and deployed a Django trade-intake website and internal trade management platform in 3 months, from requirements to production.
- Consolidated trade compliance and CRM data, replacing over a dozen disconnected services and Zapier integrations; migrated KYC to Sumsub.
- Interviewed and hired a frontend engineer for the customer-facing website.
- Established agentic coding and developer tooling patterns adopted throughout the company.
- Platform processed over $5M in trade requests (Oct 2025--Jan 2026); stayed through the subsidiary shutdown.

Blockhead Consulting Feb 2021 -- Mar 2026

Independent Consultant -- Fintech, Crypto & Gaming Clients *Denver, CO / Remote*

- **Shrapnel** (*TypeScript, Terraform/Helm, Kubernetes, AWS, Hyperledger Fabric, Docker, Copilot, Grafana*): developed custodial wallet services and backend systems; built a local sandbox that let engineers test microservices without a shared remote chain.
- **Brainyard** (*Python, SSE, Railway, OpenAI API, Multi-agent Systems, React*): Built a production multi-agent chat application.
- **Thirdwave** (*Python, gRPC, Connect protocol, Graphite, GH Actions*): built a Python SDK and protocol implementation when upstream Python support was incomplete.
- **Other Web3 clients** (*Solidity, smart contracts, python*): delivered smart contracts, chain analytics, and launch infrastructure for various NFT and DeFi projects, including tooling that supported $100K+ in sales within two hours of launch.

Bank of America (Global Security) Feb 2024 -- Dec 2024

Senior Software Engineer (Contract) *Hybrid -- Denver, CO*

Technologies: *Python, Git, CI/CD, Jenkins, GH Actions, Jira*

- Modernized a 15-year-old Python security-scanning codebase, improving structure, testability, and secure-coding compliance.
- Designed the codebase's first CI/CD pipeline, replacing manual releases with a repeatable, documented workflow and cutting deploy cycles from months to hours in a locked-down security environment.
- Recovered an estimated 6+ months/year of team capacity by removing manual release overhead.

Mythical Games Apr 2022 -- Apr 2023

Software Engineer, Blockchain *Remote*

Technologies: *Go, Kotlin, Kubernetes, Kafka, Polygon Edge, Hyperledger Besu, Jira, GH Actions, Docker, Grafana, GCP*

- Developed Go & Kotlin microservices handling 15M+ on-chain transactions/month with 100% transaction finality.
- Built and deployed Solidity smart contracts for gaming and marketplace features audited by third-party firms.
- Diagnosed a critical pre-launch blockchain-node issue and helped migrate Kubernetes-deployed infrastructure from Polygon Edge to Hyperledger Besu under deadline pressure; documented troubleshooting and deployment procedures.

EXPERIENCE (CONTINUED)

Enterprise Software Engineering Consultant 2017 -- 2021

- **Shutterfly** (*Python, AWS, RabbitMQ, SQL*) -- Python Workflow Engineer (Contract), 2020--2021; improved workflow routing for web orders moving into factory production systems.
- **PNC Bank** (*Python, SQL, PySpark*) -- Python Data Pipeline Consultant (Contract), 2018--2019; audited financial data pipelines for accuracy, reliability, and security.
- **Global Payments Inc.** (*Python, SQL, MongoDB, AWS, Oracle*) -- Python / ETL Consultant (Contract), 2018; optimized data pipelines and reduced AWS spend by $40K/month.
- **Bank of America Treasury** (*Python, SQL, VBA*) -- Python Developer (Contract), 2017--2018; built data-quality checks and spreadsheet workflows.

Dragonchain Jun 2019 -- Jan 2020

Senior Software Engineer *Hybrid -- Rock Hill, SC*

Technologies: *Go, Python, Typescript, Kubernetes, Solidity, AWS*

- Built the Go auto-banning system and Solidity contracts for the den.social social media platform.
- Built Python and Typescript microservices for blockchain prototypes and customer POCs; designed a cross-chain hackathon platform and contributed smart contracts plus Go backend code for Den, a decentralized social platform.

SSI Schaefer -- *Support Engineer, PL/SQL / Warehouse Systems* *2015 -- 2016*

Technologies: *PL/SQL, SQL, Python, Oracle*

- Built debugging tools for Walgreens robotic warehouse operations.

SELECTED PROJECTS

Obey Voice - Multi-Agent Voice Chat Mar 2026 -- Present

Go, Rust/egui, Ollama, Agent Tool Use, VAD, STT, TTS *Open Source*

- Built and open-sourced Obey Voice, a multi-agent voice chat app with a Rust desktop UI and Go backend; shared the conversation engine, configuration, and session history with the terminal interface.
- Implemented multi-persona group chat with separate models and distinct voices for agents in a shared conversation.
- Integrated coding-agent providers with streaming responses, tool lifecycle events, context continuity, and cancellation; connected local speech models for on-device recognition and synthesis.
- Built conversation test harnesses that capture event traces, recorded audio, and latency metrics, with scenarios covering worker cancellation, tool boundaries, and response delivery.

Festival: Vibe Engineering Framework Sep 2025 -- Present

Go, Agent Orchestration, Planning, Validation *Open Source*

- Built a vibe engineering framework, shared context workspaces, long running agent execution with evals, audit trails and a high level timeline created as you work.

Obey Agent Economy Feb 2026 -- Apr 2026

Go, Solidity, Chainlink CRE, Hedera, 0G, Base, Ethereum *Open Source*

- Built a multi-chain autonomous-agent system across 10 public repos; won 2nd place in the autonomous agents category of the 2026 Chainlink Convergence hackathon.
- Implemented Go agents, risk routing, smart-contract spending limits, and x402 payments to enforce security and cost boundaries for autonomous workloads.

Claude Code Go SDK May 2025 -- Present

Go, Claude Code SDK, Developer Tooling *Open Source*

- Created an early Go SDK for Claude Code, released 3 days after the CLI gained programmatic mode.

TECHNICAL SKILLS

Languages: Go, Python, TypeScript, SQL; project experience with Rust and Solidity.
AI systems: LLM provider integration, coding-agent runtimes, tool execution, multi-agent orchestration, streaming responses, local inference, VAD, STT/TTS, MCP, RAG, evaluation harnesses, prompt and cost tracking.
Backend & data: Concurrent and distributed systems, REST, gRPC, event-driven services, Django, FastAPI, Postgres, Redis, Kafka.
Infrastructure: Linux, Docker, Kubernetes, Terraform, AWS, GCP, CI/CD, release automation, observability, Grafana, Sentry, process supervision, crash recovery.