

Braison Swilling

Software Developer

Little Rock / Pine Bluff, AR · Open to relocation or remote (US) · 870-267-3299 ·
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Full case studies, source code, and a short demo at blazzer10200.github.io

PROFESSIONAL SUMMARY

Software developer who designs and ships production desktop and web applications end to end. Creator of Rift, an open-source Windows desktop app for AI-assisted coding, currently v0.148.0 with 899 automated tests and a public auto-updating installer. Works AI-native: scopes the build, designs the guardrails the AI operates within, and reviews every change before it ships. All source is public and verifiable. Seeking a role in software engineering, developer tools, or AI-focused product.

SKILLS

AI-assisted development: Claude Code, AI coding agents, prompt engineering, agent tooling and guardrail design, spec-driven development, code review of AI-generated code

Technologies in shipped projects: Rust, C#, TypeScript, JavaScript, Python, Lua, SQL, HTML, CSS, .NET 8, Tauri 2, SvelteKit, Svelte 5, Vite, FastAPI, Node.js, MySQL

Tools and practices: Git, GitHub Actions, CI/CD, automated testing (vitest, cargo test, Playwright), REST APIs, application security, Windows and Linux administration

PROJECTS

Rift, desktop app for AI-assisted coding

Open source (MIT) · Rust, Tauri 2, Svelte 5, TypeScript · 2025 to Present · github.com/Blazzer10200/rift-auri

- Designed and directed the full build: workspace-scoped AI tooling, local git integration, a docked browser, live streaming interface, and on-device voice input.
- Ships as a public auto-updating Windows installer, with each release built, signed, and published by a single command through GitHub Actions.
- Threat-modeled and hardened the AI's access before release: confined file operations to the project folder behind two independent path checks, exposed five selectable permission modes with an approval prompt, and defaulted git access to read-only.
- Built nights and weekends around a full-time factory job through January 2026, and full-time since.

EXFIL, Windows display and hardware utility

Open source (MIT) · C# / .NET 8 / WPF (v1), Rust and Tauri 2 (v2) · 2025 to 2026 · github.com/Blazzer10200/exfil

- Built a Windows tray application that retunes display color per running application, including HDR, and reports live frame rate and hardware statistics.
- Shipped v1, then rewrote it from the ground up in Rust for v2. Both repos are public, and the rewrite ships a signed installer with an update channel.

EXPERIENCE

Production / Assembly

Strong Manufacturing · July 2025 to January 2026

- Promoted from yard and facility work to the assembly line. Role ended in a company-wide workforce reduction in January 2026.

Heavy Equipment Operator, Landfill Operations

S&L Contracting LLC · 2023 to March 2025

- Operated heavy equipment and ran landfill operations on a live industrial site (Twin Rivers Paper Mill) for two years with a clean safety record.

Game Server Operator (FiveM and RedM)

Self-employed · 2022 to early 2025

- Hosted an independent production server in 2023 and learned optimization and capacity management firsthand when it outgrew what the setup could handle, then developed for established communities through early 2025: server resource configuration, modifying and debugging Lua resources, MySQL database administration, and Windows and Linux system administration. First hands-on technical work, under live user load.

EDUCATION

High school diploma, 2023.
