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Applied AI Engineer, Codex | OpenAI

Cover letter

I call myself a technomancer. I've been talking to computers my whole life, and now they talk back. That still kind of blows my mind. When I was a kid, getting a computer to do something I'd imagined felt like magic. Now I can sit down with a half-formed idea and go a lot further with it than I could on my own. I want to help other engineers get there without having to figure it all out by themselves.

I also think some of the engineering work AI displaces will move into research. When it gets easier to build things, the hard part becomes knowing what's worth building, what to test, and when a result is actually good enough to trust. That feels like a really good place to put the human brain. It's the part of engineering I've always liked most anyway: pulling a system apart until I understand why it behaves the way it does.

At Technomancy IT, I've sat with clients, turned rough ideas into working software, and stayed responsible for it after launch. I also built Kerf, a TypeScript framework of my own, because I wanted to understand more of what happens between an idea and a running app. That's what draws me to this Codex role. I'd get to work alongside a team in its own repo, build a small example around something it actually needs, and find out which parts of the workflow help and which still need better checks. Then I'd want to turn what we learned into something the next team can use.