

Michael Spellecacy.

Engineer. Tinkerer. Occasional party support.

I make software for the real world and tools for imaginary ones. Twenty-plus years across healthcare, government, and commercial work — with plenty of tabletop adventures along the way.

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20+ years EXPERIENCE	Rust / TS FAVORITE EQUIPMENT	AI & apps CURRENT FOCUS	Remote / hybrid NEXT ADVENTURE
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Collected curiosities

Projects / Inspect
the inventory

For the game table

Shadowtrack ↗



AI-generated adventures, items, and campaign content inside the gameplay workflow. Multiple providers, usage controls, and workers keep the machinery behind the curtain.

Next.js · Supabase · OpenAI / Gemini / Anthropic

For imaginary places

map-canvas ↗



A Foundry VTT module that brings Google Maps into the map-making workflow. Real geography, ready for tabletop adventures.

Foundry VTT · Maps · Open source

For characters with something to say

NPC voice tooling



Local and offline voice workflows: speaker profiles, synthesis tests, scene audio exports, and explicit fallback behavior.

Rust · Python · Local TTS

For the wonderfully specific problem

keebmidi ↗



A Rust terminal utility that turns MIDI input into keyboard events and macros. A different way to put a controller to work.

Rust · MIDI · Terminal UI

For getting the party organized

Clankistrator



A Rust multi-agent framework that turns design documents into task graphs, with provider switching, RAG context, and review loops.

Rust · Agents · Orchestration

For trying an idea on for size

Baing ↗



A Rust prototype exploring AI recommendations and content generation as part of an actual product workflow.

Rust · Recommendations · AI

Feb 2021 — Present	LeftSquare Full-Stack Software Engineer	Building Rust and TypeScript products end-to-end, from user workflows to backend services and AI integrations. Internal tools make prompts and generation pipelines easier to test and iterate.
Aug 2018 — Jan 2021	Casenet, LLC (now Zyter) Senior Software Engineer · Remote contract	Java APIs and Angular / React interfaces for healthcare software. Worked with product and operations teams to connect multiple vendor systems into coherent clinical workflows.
Feb 2012 — Mar 2017	Alaska Department of Fish & Game Analyst / Programmer IV	Owned in-season software for a major wild salmon fishery, supporting accurate reporting and clear information for internal teams and public communications under time pressure.
2005 — 2010	Chenega Technology Services Unix Configuration Specialist	Maintained WebLogic infrastructure across mixed operating systems, automated brittle manual tasks, and worked through production deployment and reliability problems.

Earlier chapters

Wostmann & Associates, Inc. · Associate Consultant II · May 2010–2011. Migration of a production application from WebSphere 5.1 to WebSphere 7.

2000–2005: Programmer / analyst roles at MIKA Systems Inc., SageGroup LLC, and Integrity Solutions Inc.

Languages & frameworks	Models & machinery	The bits underneath
Rust, TypeScript, Java, Python, Next.js, React, Angular, Axum, Actix, and SQLx.	Multi-provider LLMs, local inference, voice pipelines, agent orchestration, and async workers.	PostgreSQL, Supabase, APIs, usage controls, architecture, observability, and production troubleshooting.

The next thing starts with a conversation.

Got something in mind?

Open to AI, senior full-stack, and platform roles. Remote or hybrid.

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Email ↗ GitHub ↗ LinkedIn ↗ GitLab ↗