AI PORTFOLIO 2026

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A curated selection of tools I've built with AI,
at work and on my own time.

BUILT WITH CLAUDE

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Four Builds Selected

01

Jira Flow Timelapse

Delivery analytics from data teams already produce.

02

Personal Operations Dashboard

One self-hosted surface across three screen classes.

03

Magic Collection Manager

A local mirror of a large card dataset, made searchable.

04

Strategy Role Playing Game

A full game loop, engine up, in Python.

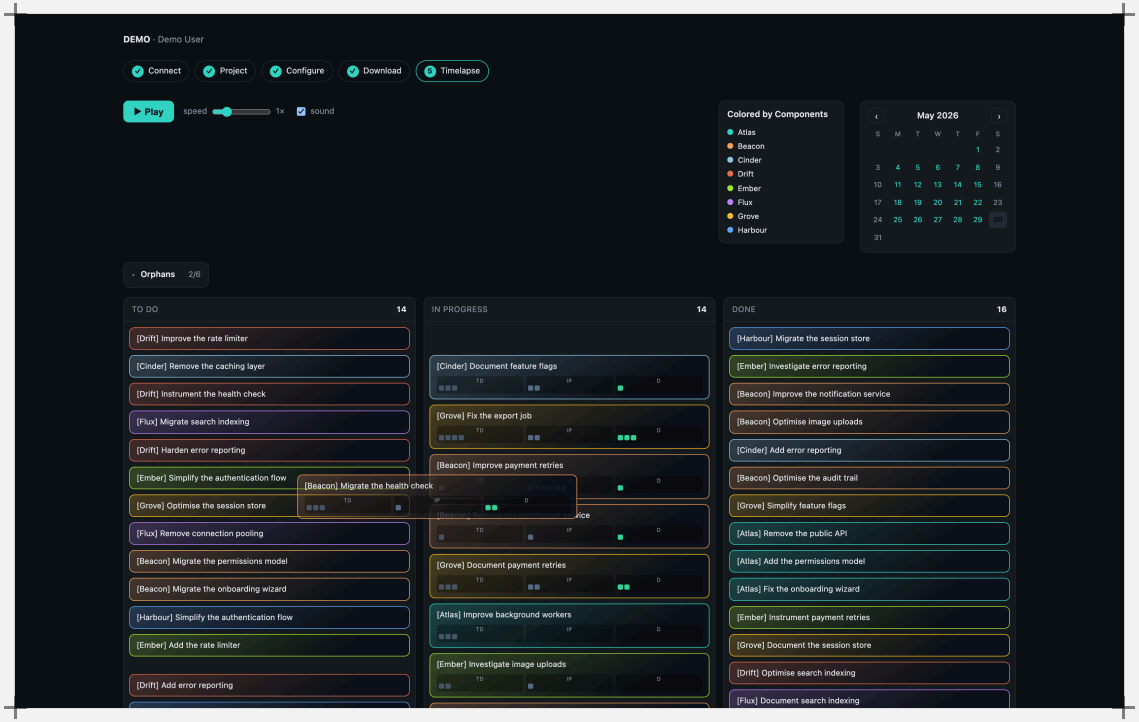
01

Jira Flow Timelapse

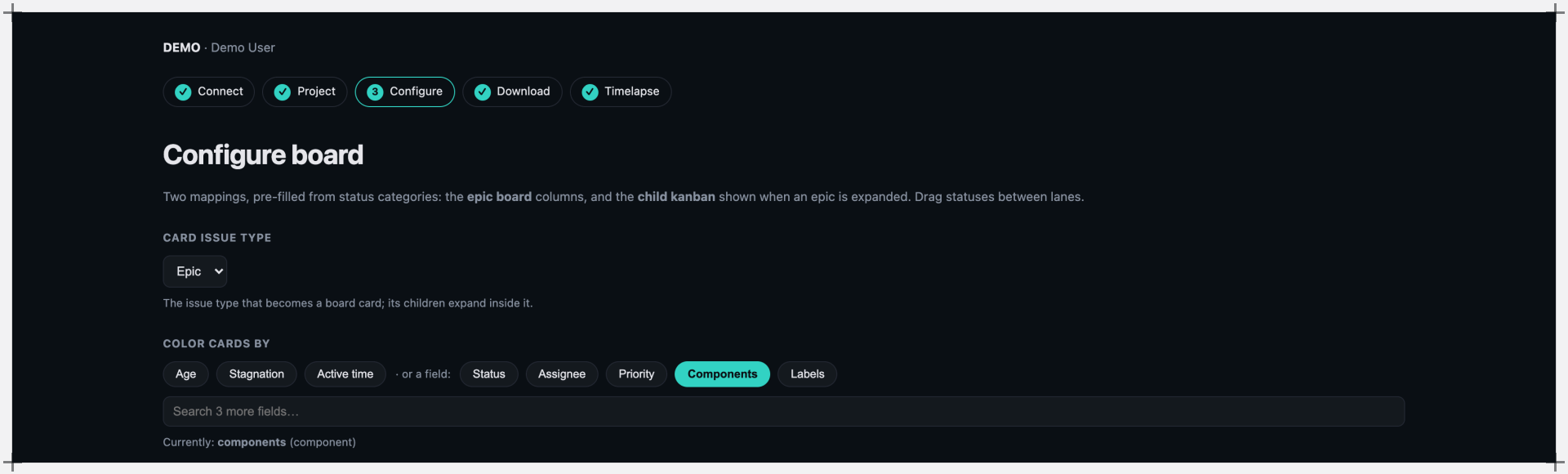
See what *actually* happened in Jira as an animated 'instant-replay' over any time period.

HOW I USED AI

I specified the model: an Epic kanban with a task-level sub-kanban, replayed from Jira's own history. Cards fly column to column and reshuffle by priority; completed tasks light their Epic and chime, so you hear throughput and lulls as well as see them. Claude wrote the changelog parser and the animation renderer.



Point it at any Jira project



The configure step: mappings pre-filled from Jira's status categories, then dragged

BOARD ISSUE TYPE

Which issue type becomes a board card

CUSTOM CARD COLORS

Age, stagnation, active time, or any field

CARD SORT ORDER

Jira rank or a numeric field, per column

CUSTOM BOARD CONFIG

Statuses dragged into columns and lanes

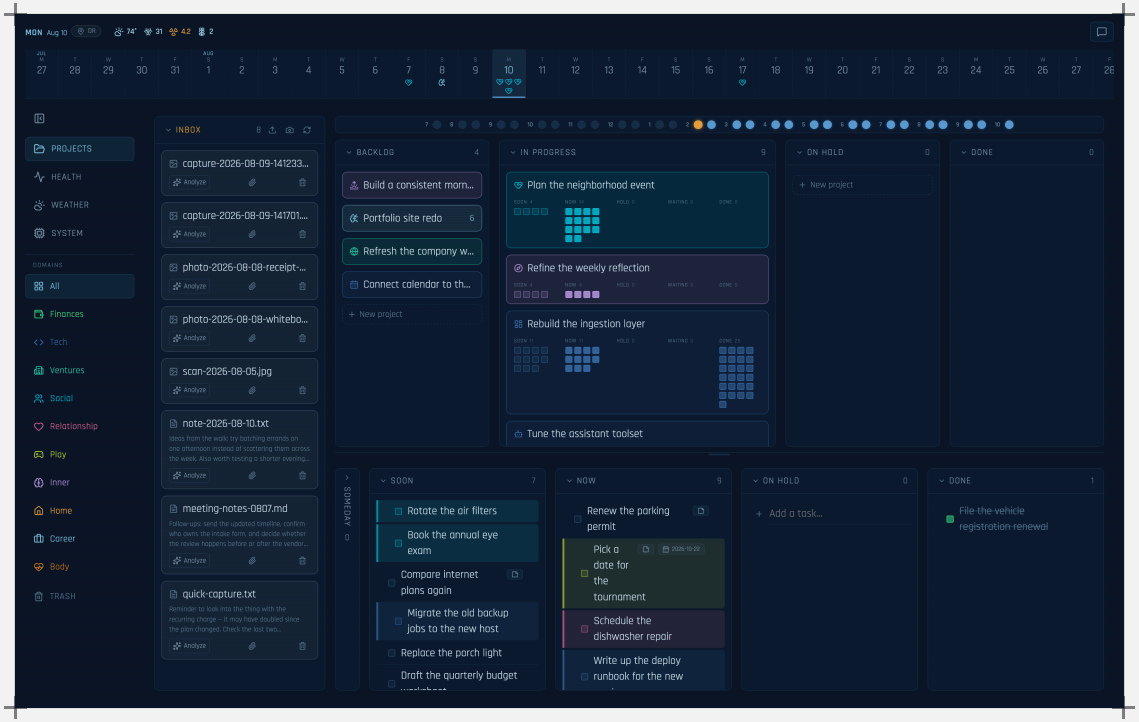
02 — vi-dashboard

Personal Operations Dashboard

Self-hosted life dashboard: vault, health, calendar, budget on phone, desktop, wall kiosk.

HOW I USED AI

Scoped the modules and the three form factors up front, then built each surface with Claude in sequence against one shared layout contract: phone, desktop and wall kiosk from the same code.



Enhanced awareness. Always On.

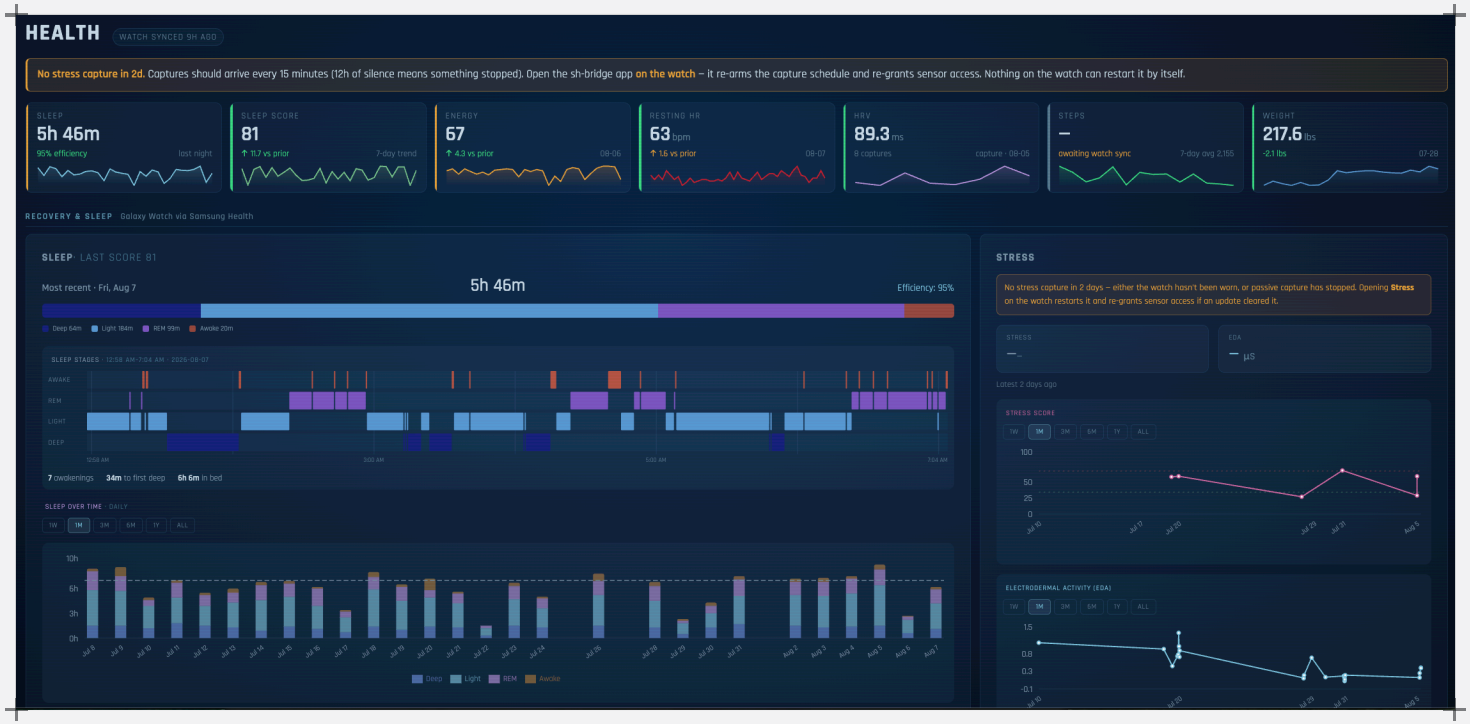


Wall kiosk: the day readable from across the room, with focus block, today's list, health, habits



Watch face: Enhanced time awareness. Pic taken from android dev environment.

Health: On desktop & mobile



Desktop: sleep stages, HRV, stress and weight, with a banner when watch capture stops

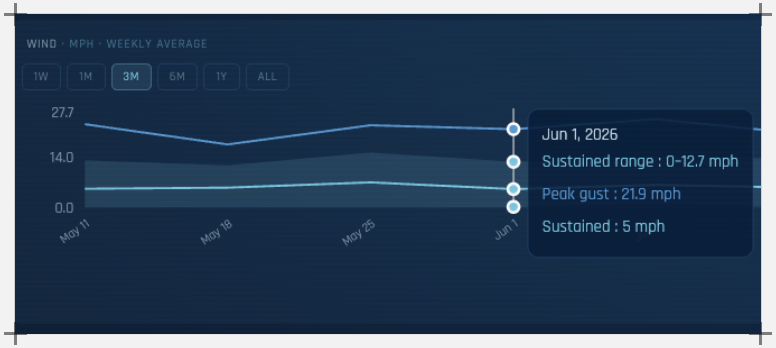


Phone: the same data, plus capture and chat

Weather, Pollen, & UV index



A local shed sensor with a fallback source, and three months of alert history

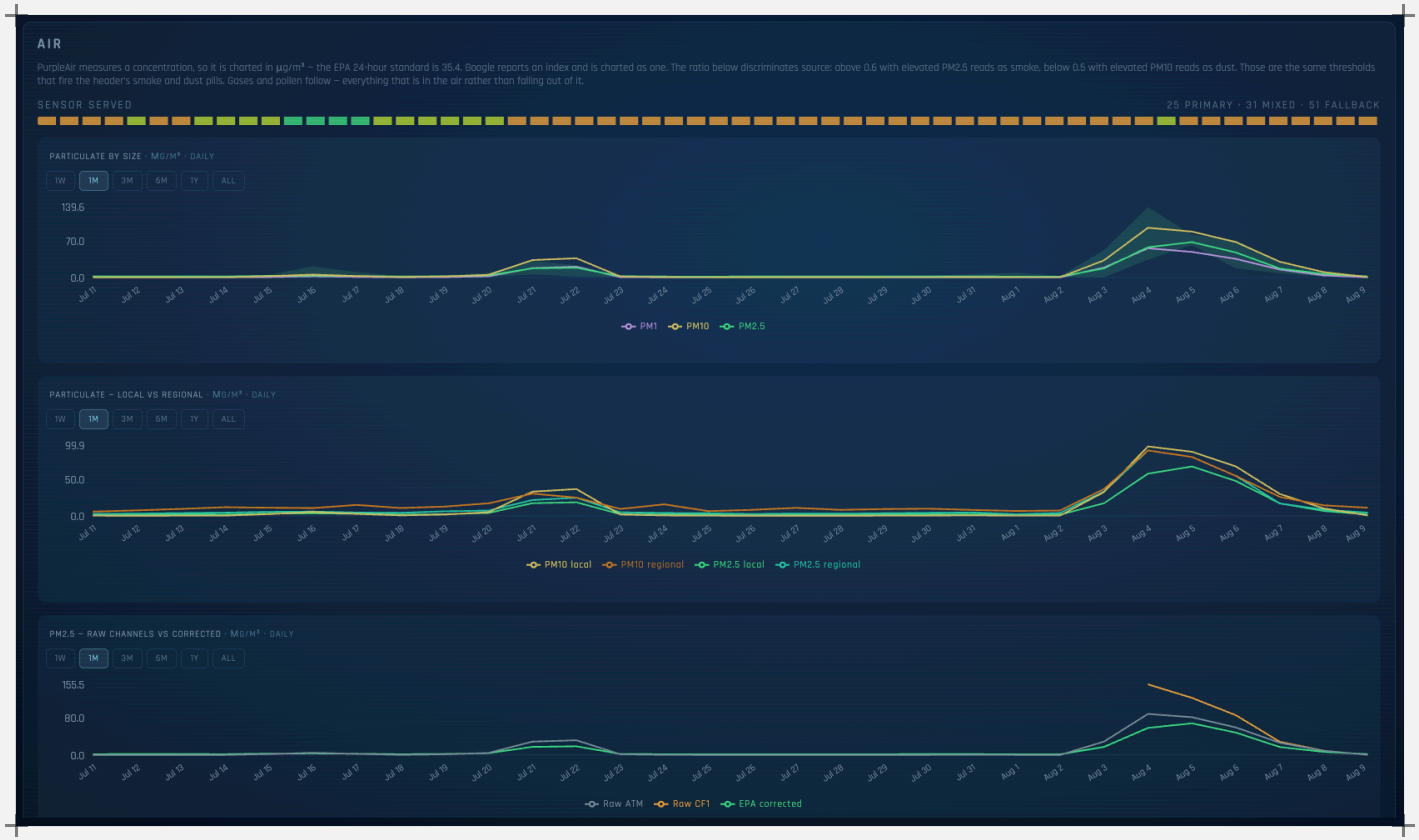


Wind: sustained range and peak gust, weekly average



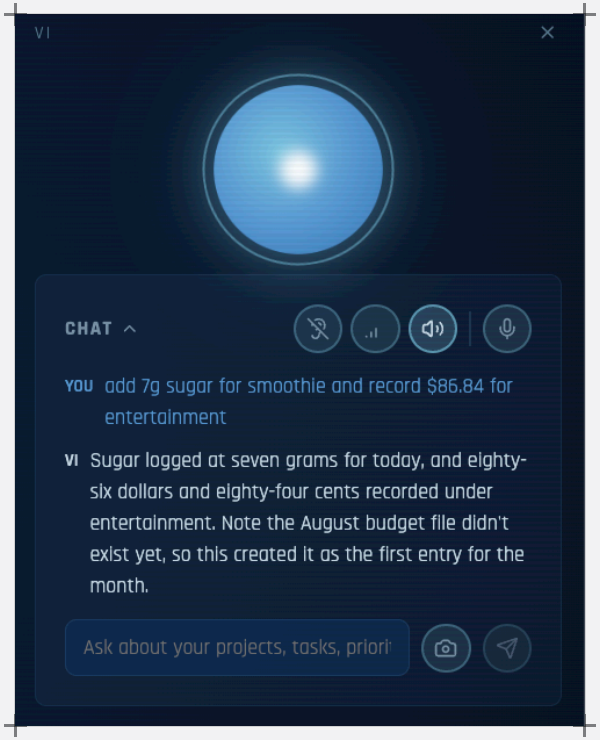
Pollen: grass, tree and weed, weekly average

Going deep on air quality



Particulate charted three ways: by size, local against regional, and raw channels against the EPA correction. Local fires cause spikes in poor air quality.

Digital assistant, powered by Claude



VOICE INSTRUCTION

“add 7g sugar for smoothie and record $86.84 for entertainment”

01	Read	habit-logging.md
02	Glob	budget/*.csv
03	Read	2026-07.csv
04	Write	2026-08.csv

BUILT ON

Claude Agent SDK, Whisperflow and the ElevenLabs API: a voice-interactable virtual intelligence that takes actions across my data and reports back

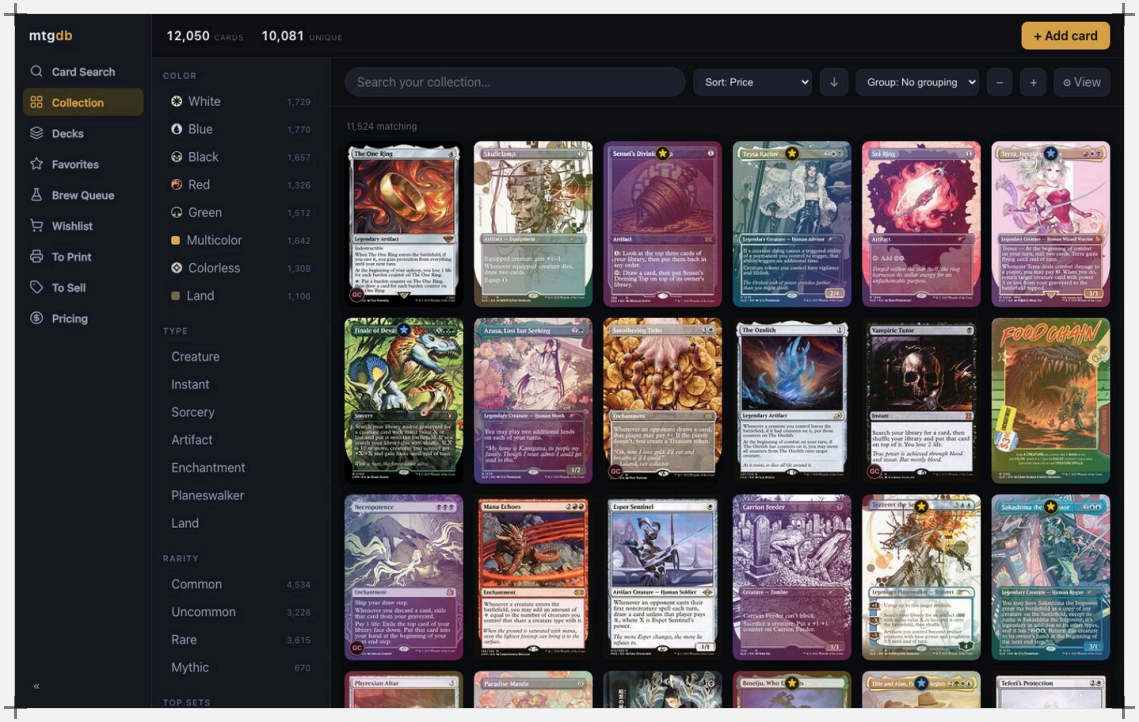
03 — mtgdb

Magic Collection Manager

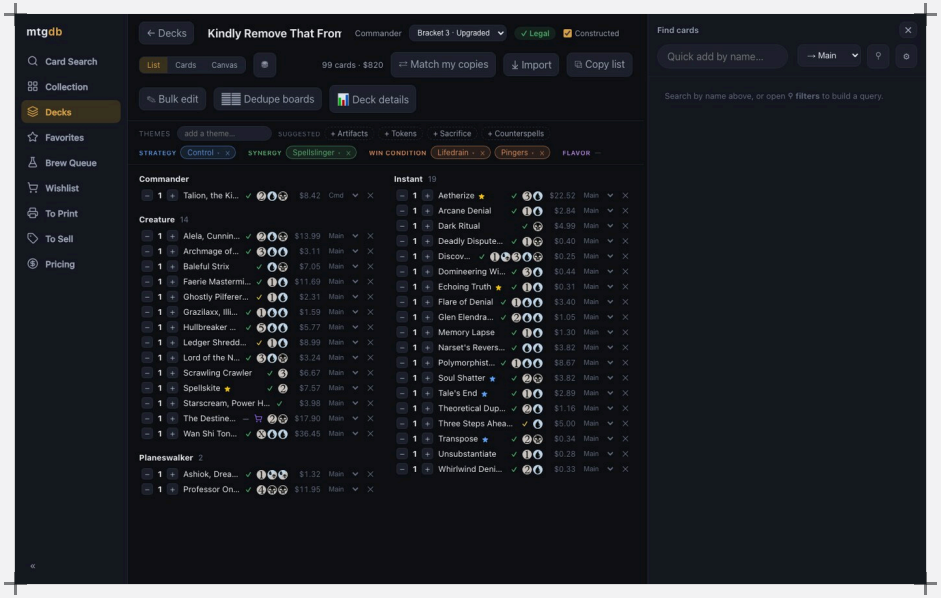
Self-hosted Magic collection browser and deckbuilder on a local Scryfall mirror.

HOW I USED AI

Claude built the Scryfall ingest and the search layer over 12,050 cards. I drove the schema, the price and legality logic, and the collection-matching pass the deckbuilder runs against.



Building a deck

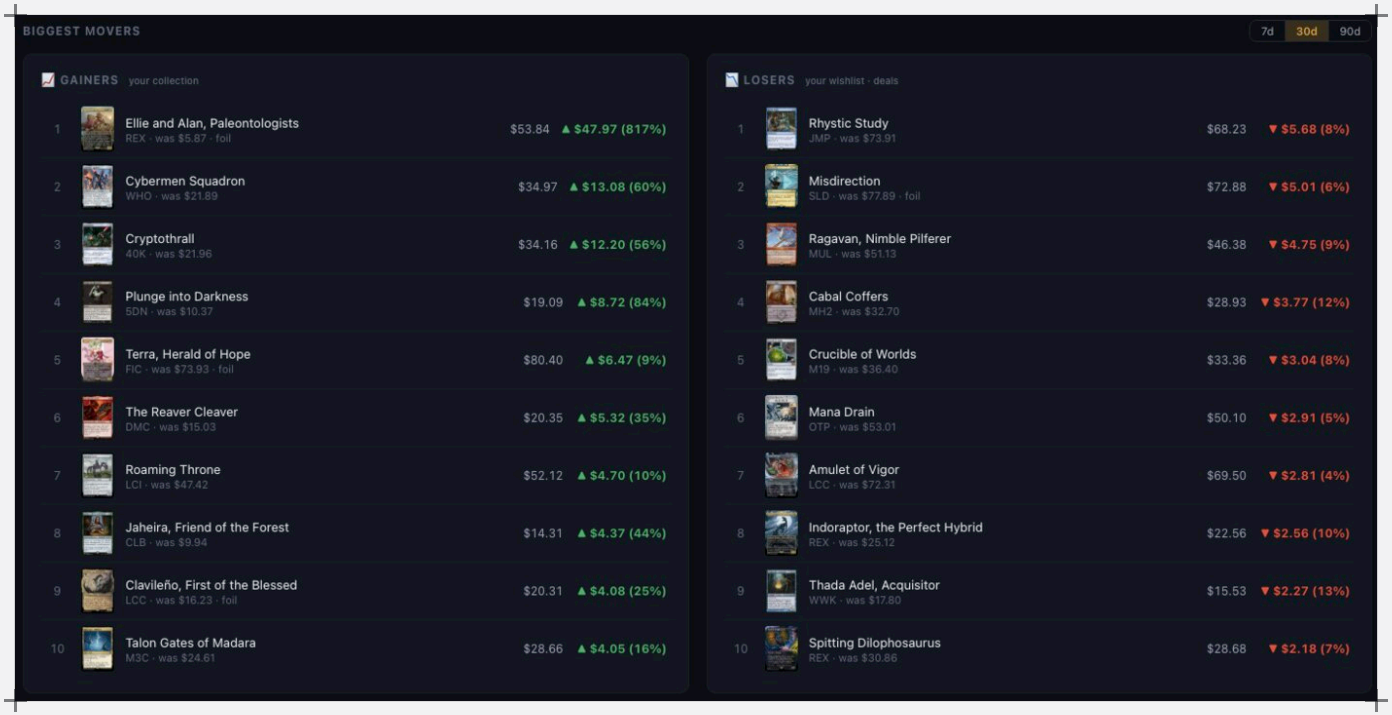


Deckbuilder: 99 cards, live prices and format legality, matched against what I already own



Canvas: The same deck grouped by the role each card plays

Tracking value



Price movers: 30-day gainers across the collection, losers across the wishlist

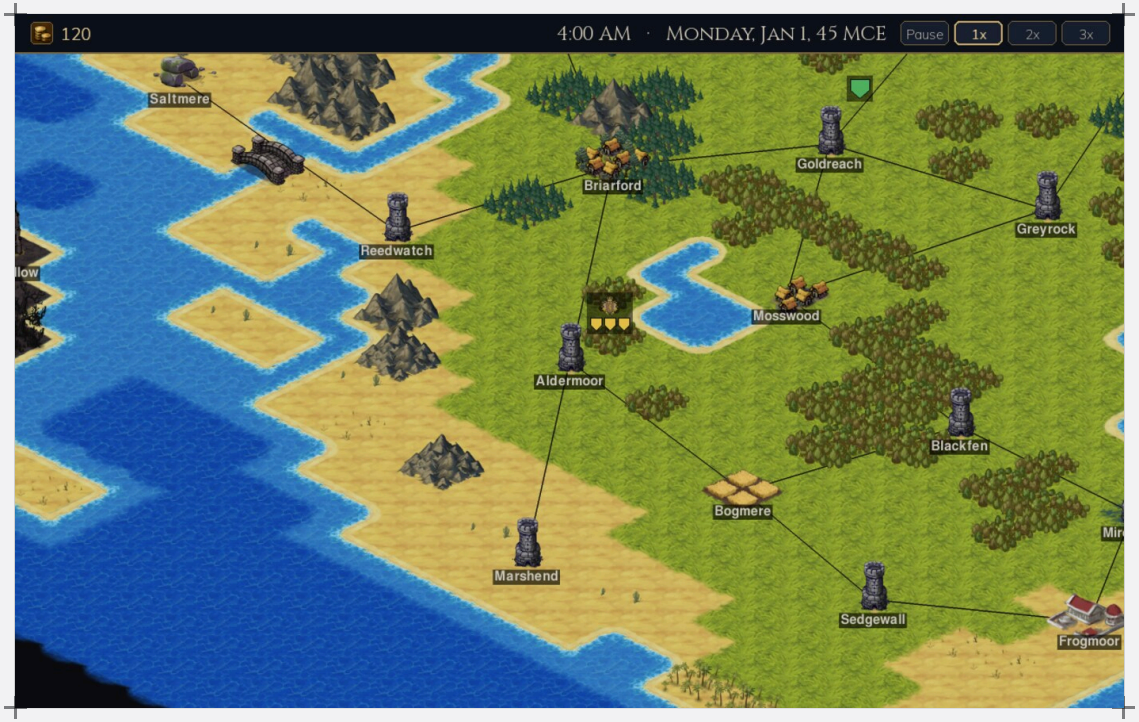
04 game-one

Strategy Role Playing Game

2D fantasy strategy game in Python/pygame: isometric overworld plus tactical battles.

HOW I USED AI

To answer the question: "Can I make a full-featured video game with Claude Code?" I designed the engine from scratch, one system at a time including, isometric projection, pathfinding, then the battle resolver, keeping it playable at every step.



Playing a turn

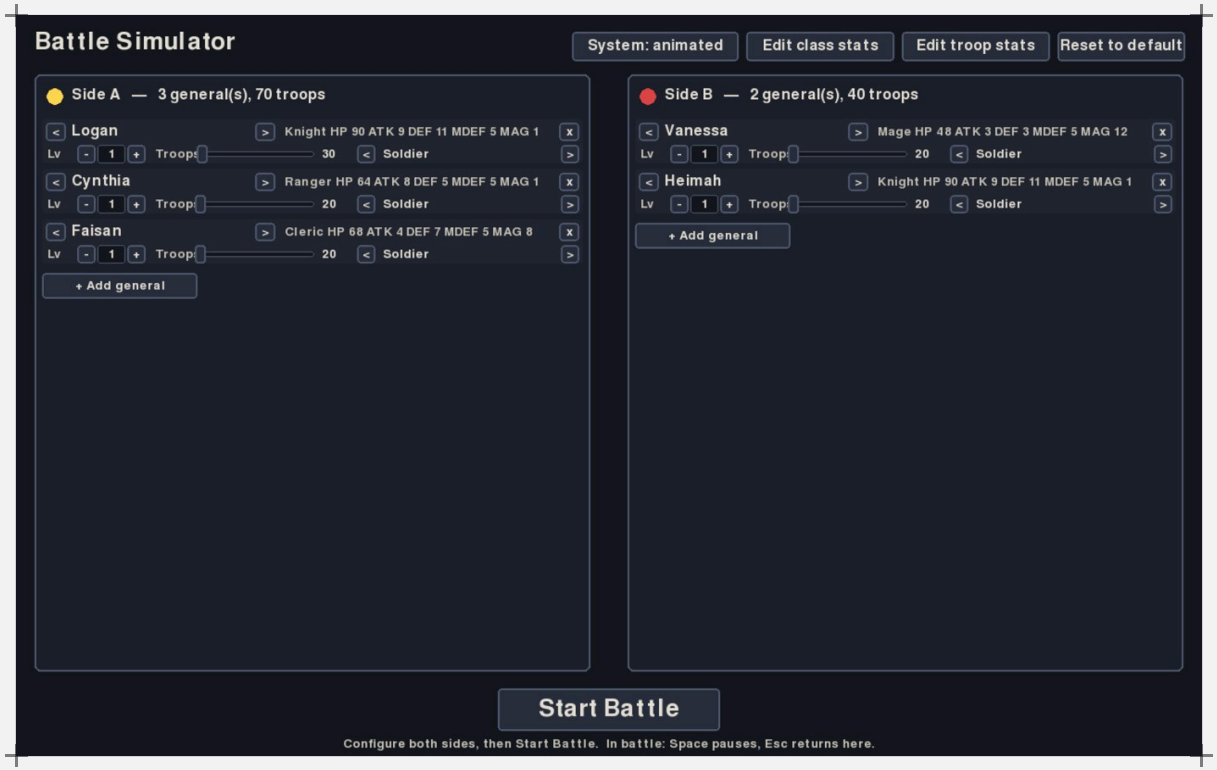


Tactical real-time battles: Control your generals and their special abilities, set troop formations, and issue battle orders



Strategic gameplay: Claim castles, place stewards, increase troop reserves, manage stationed generals

Balancing it



Battle simulator: a standalone harness for tuning class and troop stats and game balance

IN SHORT

Ten-plus more where these came from.

Building with AI is what I do for fun, nights and weekends, on problems I don't see being solved elsewhere. That habit is why I'm leading innovation at work. I use my experience and intuition as a TPM, build connected solutions with Claude, and ship things that would previously have needed a team.

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