My Projects

What I've built using the methods that I'm sharing in this course

- **Emstrata:** A text-based emergent storycraft simulator where stories unfold like lived experiences. Participants make choices that shape massive, evolving narrative worlds, while layered AI systems maintain near-perfect continuity—tracking recurring details, preserving internal consistency, and ensuring decisions ripple meaningfully through the story. Users can alter simulations mid-flight, navigate through an AI-generated coordinate plane, make in-sim inquiries (with secret-shielding based on narrative context), and even protest minor errors to correct the story without breaking immersion.

- **PLATO5:** ***In the middle of a redesign*** An AI-first social engine designed to generate real-world friendships, not screen time. The platform matches people based on personality compatibility (Big 5 traits), shared interests, and location, then facilitates meaningful conversations through Zen—an AI chat manager that helps maintain dialogue, suggests discussion topics, and guides users toward planning actual meetups. The goal is getting people off the app and into real life.

Why Build AI Platforms

Novel applications of AI are best for this

- When you're building something that doesn't exist yet, you need architecture designed specifically for that problem
- Complex AI applications require precise control over how prompts are structured, how state is managed across multiple AI calls, and how data flows between different parts of the system
- Building from scratch means you can optimize every layer for your specific use case—from how you call the AI to how you handle edge cases to how you manage costs at scale
- The architecture choices you make define what's possible. Emstrata's multi-layer narrative system works because the entire platform is built around maintaining continuity and tracking story threads