Selected *work.*



AI ENGINEERING / AUTOMATION / DESIGN

I build agents and automation that do real work, with interfaces that make complex systems feel human. These seven projects are a snapshot of that practice.

07

projects

From music software to agent infrastructure

manyeya.dev

Ideas made *real.*

Open any project card to see the work online.



01 / AUDIO / AI-NATIVE SOFTWARE

Pina Studio

A DAW where Claude Code and Codex work in your song with you: they write, arrange, mix and master, and every step lands as an edit you can hear and undo. Written in Rust, drawn on the GPU.

Rust / GPUI / DSP / Agents

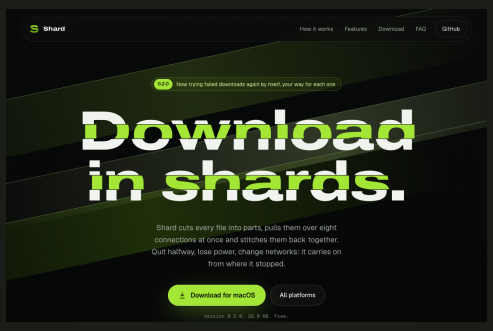


02 / DEVELOPER TOOLS

modisa

An agent-aware terminal multiplexer: coding agents in real terminal panes, and it tells you the moment one needs you.

Rust / Ratatui / Terminals / Agents



03 / DESKTOP SOFTWARE

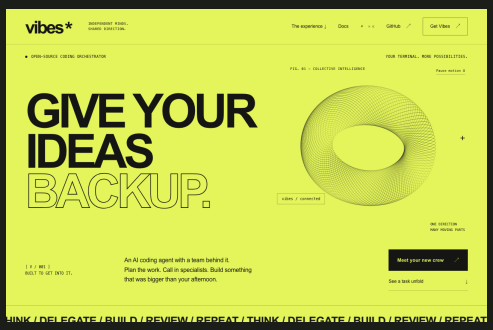
Shard

A download manager that pulls every file in parallel parts, carries on after anything, and takes over your browser's downloads.

Rust / Networking / macOS · Windows · Linux

Ideas made *real.*

Open any project card to see the work online.

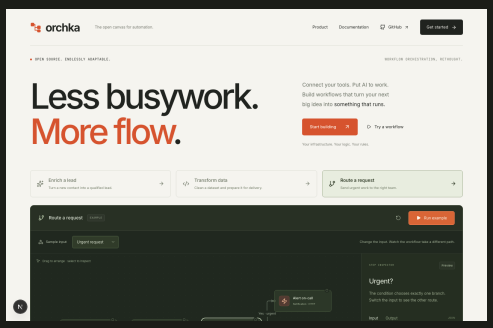


04 / AI / AGENT INFRASTRUCTURE

Vibes

Open-source AI coding orchestrator that plans, delegates to sub-agents it can build on the fly, and works in your terminal.

TypeScript / AI SDK / Agents / Bun



05 / AI / AUTOMATION

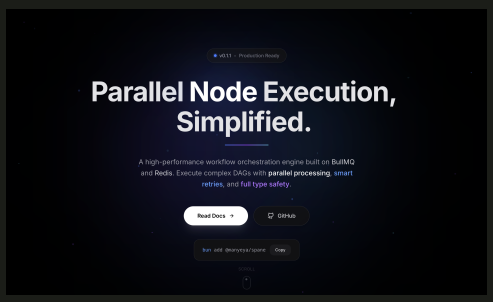
Orchka

An open canvas for automation — connect your tools, put AI to work, and turn an idea into a workflow that actually runs.

TypeScript / AI / Automation

Ideas made *real.*

Open any project card to see the work online.

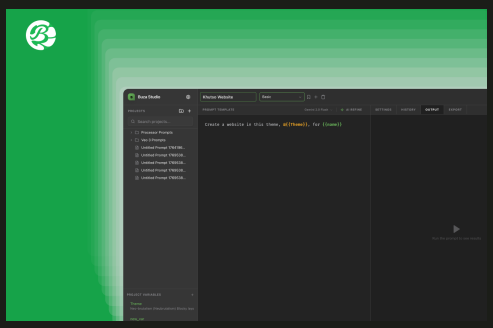


06 / ENGINEERING / INFRASTRUCTURE

Spane

Workflow orchestration engine built on BullMQ.

TypeScript / BullMQ



07 / AI / DEVELOPER TOOLS

Buza Studio

Local-first prompt engineering environment.

TypeScript / LLMs / Prompt Engineering

Have something in mind?

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