

Robert DeLanghe

Senior Software Engineer · AI agents ship code. I write the contracts that keep them in check.

Brooklyn, NY ·  bdelanghe ·  rdelanghe · cv@robertdelanghe.dev

I'm a senior engineer at Aura, where I built the controls for shipping AI-written code after unreviewed agent commits reached main. I open-sourced the approach as prx: agent changes land as merged PRs, each git write checked against the capability the agent holds.

EXPERIENCE

Aura

Oct 2023 – present

Senior Software Engineer · Commerce Team · New York · Hybrid

The team owns Aura's website and business-operations systems on a Ruby backend, spanning fulfillment, accounting, and third-party integrations. I build the automation on AWS (ECS, RDS, S3, CloudFront) and the contract-and-validation layer behind inventory-purchasing.

- Wrote the CLI that replaced Aura's 9-tab spreadsheet supply plan with a single source of truth — 61 schema contracts checked by 173 test scenarios — to bring down the peak cash tied up in inventory.
- Aligned fulfillment, accounting, and ops on a single supply plan — the consolidation took as much cross-team coordination as it did engineering.
- Automated the inbound supply chain — ocean freight into the 3PL, Amazon LTL, and the freight splits between them — retiring the manual coordination that gated most shipments.
- Reconstructed how agent-authored commits slipped past review — traced each across five log sources, wrote the post-mortem, and designed the controls that informed Aura's policy for shipping AI-written code.

L2L

Apr 2021 – Sep 2023

Software Engineer · New York · Remote

Owned the quality gates and developer experience for a 20-engineer team on a Python/Django backend, deployed single-tenant per customer (EC2/ECS, RDS, S3, Lambda). Drove static-analysis CI, a design system, and frontend-performance work.

- Shipped static-analysis gating into the PR pipeline. It blocks whole defect classes before merge, instead of catching them after. Critical bugs fell 20% — critical-severity tickets per quarter, four quarters before vs. after.

Pioneer Works

Nov 2018 – Feb 2021

Contract Software Engineer · Brooklyn

Built the event-planning platform's backend for a major Brooklyn arts center — Python and JavaScript on AWS Lambda and Postgres, integrating Square POS over webhooks.

- Replaced hand-set event-status flags with state derived from each department's POS activity, so status stayed correct across the venue's large concerts without manual updates.

Kaleida

Jun 2019 – Mar 2020

Contract Software Engineer · Brooklyn

Built the just-in-time production automation for an augmented-reality and print-making studio on Postgres, with heavy third-party API integration.

- Eliminated edition-numbering errors. A database issued serial edition IDs on request, making duplicates impossible by construction.

Recurse Center

Sep 2019 – Dec 2019

Participant · Brooklyn

Studied type theory in Haskell, using the type system to make invalid states unrepresentable. It's the root of the capability work: push correctness to the boundary, and violations can't compile.

Scope of Work

Oct 2018 – Feb 2019

Contract Software Engineer · Brooklyn

Built the job-postings CMS behind the manufacturing publication's newsletter, and the publication's customer segmentation, on Postgres — integrating outside tools through their APIs.

- Designed the schema that moved spreadsheet data into a relational database, so a malformed record couldn't be written.

PROJECTS

Bounded Systems

2026 – present

Creator

- **prx** · May 2026 — An agent pipeline that drives work units to merged PRs. Each git write is checked against the capability the agent holds. Moved from a Rust predecessor to TypeScript once the key contracts proved to be between systems, not machine and kernel.
- **ocap-provenance** · Jun 2026 — Extends SLSA/in-toto provenance with object-capability semantics, built in TypeScript. Each attestation records who produced an artifact and which capabilities they held — and which were denied.

EDUCATION

Bennington College

Sep 2009 – Dec 2012

BA, Architecture & Sculpture