

Trevor Moore

AI Automation Engineer | Irmo, SC (Remote)

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Summary

AI automation engineer with 4 years owning production systems end-to-end as a solo founder. I build multi-agent LLM workflows (Claude, MCP, cost-based model routing, guardrails), data pipelines, GTM and workflow automation, and full-stack apps from spec to app store. Shipped Vantage to the App Store and Google Play with 907 programmatic SEO pages and 1,921 automated tests.

Experience

Founder & Lead AI Automation Engineer, Edgeworks LLC

2022 – Present | Remote

- Built a multi-agent Claude Code orchestration system: 6 role-specific agents routed across Opus, Sonnet and Haiku by task cost, wired to 17 MCP servers and 456 tool definitions, with 6 hooks that enforce routing and log per-agent token spend.
- Shipped Vantage, a cross-venue prediction-market intelligence app (Kalshi + Polymarket), to the App Store, Google Play, web and Windows desktop: 105 commits in 24 days, 1,921 automated tests, ~40 production releases on Fly.io with Sentry monitoring.
- Launched 907 programmatic SEO pages (1 hub, 12 categories, 894 market pages) and scaled the sitemap to 1,831 URLs with IndexNow and dated report pages.
- Integrated the Claude API for cross-venue market matching with a lexical fallback, RevenueCat subscriptions (\$19.99/mo, \$119.99/yr), and API-driven App Store Connect and Google Play submission, behind a TypeScript REST API (Hono, SQLite).
- Wrote @edgeworks/router, a TypeScript and Python LLM router with a Sonnet-first escalation ladder, 9 output validator types (structured output, tool use, banned phrases), cost logging and Batch API mode.
- Built an AI 3D asset pipeline (ChatGPT concepts, Tripo image-to-3D, glTF-Transform optimization, per-asset QA ledger) that produced 100+ models for a Unity 6 creature-collector RPG (168 C# scripts, full battle-system spec) and a 3D animation & content production studio.
- Authored 2 custom MCP servers (multi-provider image generation with quality gating; LLM completions with vision routing) and 13 Claude Code skills, including Unity diagnostics, compute-shader debugging, prompt composition and programmatic-SEO audit.

AI Automation Engineer & Product Builder, Independent (AI Visibility Fix, Houseflick, Embervale)

2026 – Present | Remote

- Built AI Visibility Fix, an automated audit and cold-outreach engine: Apify and OpenRush prospect discovery, Claude-drafted outreach, 81 AI-search-visibility audits generated, a three-tier Stripe offer (\$197 / \$497 / \$1,497) and a separate sending domain for deliverability.
- Built Houseflick's AI listing-video pipeline (Remotion, ffmpeg, ElevenLabs; 30-second vertical and horizontal H.264) fed by automated Apify scraping of Realtor and Redfin listings under 24 hours old.
- Stood up multi-domain cold-email infrastructure: 4 domains, 9 warmed inboxes, RFC 8058 one-click unsubscribe and per-inbox send ramps, with an outreach core covered by 82 tests.
- Launched a data-automation service with 4 live Fiverr gigs (web scraping, data cleanup, spreadsheet automation, document conversion) on a Python toolkit, plus a 10-service fulfillment engine that routes image, video, voice and text jobs across models by cost tier.
- Automated Shopify operations for Embervale (257 products, 24 collections): daily ops checks, catalog batch imports and shipping-profile optimization.

Projects

BurnRate. AI FinOps tool that attributes, forecasts and cuts agentic AI spend from local metadata only (Node, Hono, SQLite, React; 49 commits).

HDRP flight prototype & graphics R&D. Unity HDRP flight-game prototype; compute shaders, SDF and volumetric rendering.

Skills

AI & LLM: Claude API, Claude Code, multi-agent orchestration, MCP servers, model routing, prompt engineering, structured outputs, tool use, guardrails, LLM evals, OpenAI, Gemini, ElevenLabs

Automation: Python, workflow automation, data pipelines, API integrations, web scraping (Playwright, Apify), pandas, GTM automation, cold-email deliverability, Stripe, Shopify, Remotion, ffmpeg

Engineering: TypeScript, JavaScript, Node.js, REST APIs, SQL (SQLite, D1, Drizzle), React, React Native (Expo), Cloudflare Workers, Fly.io, Electron, testing (Vitest, Jest), Sentry, Git

3D & Graphics: Unity 6 (C#, URP, HDRP), HLSL compute shaders, SDF / volumetric rendering, Tripo, Meshy, glTF-Transform, Three.js

Education

Dutch Fork High School, High School Diploma

Irmo, SC