AN AI PILOT · OCT–NOV 2026

RUSTY PROGRAMMER EMBRACES VIBE CODING



Seven weeks of learning to direct AI agents, to be ready for the next decade.

Sam Posten · November 2026

WHERE I STARTED

I stopped typing code and started directing it

I’d been away from hands-on coding for years. For this pilot I took the product-owner seat: short plain-English prompts, testing on real hardware, and pushing back when the result wasn’t right.

7 weeks
Oct 2 – Nov 22, 2026, in spare time

2 agents
Claude Code and Google Antigravity, on a Windows laptop and a Mac

5,454
AI model calls across all three setups

~$76
a month all-in, $68 of it AI subscriptions

HOW I LEARNED

Six steps, each a little bigger than the last

When	Step	What it taught me
Oct 2–12	Connect the tools	Hook up Suno, Blender and others; build small utility apps
Nov 1–9	Run AI on my own GPU	Local image generation at $0 per image
Nov 10–16	Ship small things	Web games, and my lost blog rebuilt from archives
Nov 16–17	Go HDR, add a second machine	First HDR10 screensaver; a new Mac picks up the work through git and saved memory
Nov 20–21	Scale with a template	21 more screensavers in about 36 hours, then every one ported to Mac
Nov 21–22	Go cross-platform	Games on web, Windows, Mac and iPhone; two apps into Apple TestFlight

HOW I WORK WITH CLAUDE

The same five-step loop on every project

1

I ask in plain English

2

The agent builds it and checks its own work

3

I test it on real hardware

4

I give plain feedback: “boring”, “no sound on my phone”

5

The agent saves the lesson for next time

> *“On my git you will find a spooky screensaver for Windows. Can you make a Mac version that is HDR enabled to 1600 nits?”*
>
> My whole prompt for the first Mac port. The agent wrote the Metal renderer, the HDR10 output and the signed installer.

CODING

What shipped in seven weeks

22
HDR screensavers, each for Windows and Mac

4
platforms from one game: web, Windows, Mac, iPhone

2
games in Apple TestFlight for iPhone and Mac

4
web games, from drum trainers to multiplayer dice

1
website rebuilt from archives and redesigned

26
new private GitHub repos



Deep Void: Antigravity built it, Claude Code shipped it to the web, Windows, Mac and TestFlight.

MUSIC AND SOUND

A soundtrack and a voice cast, on request

Soundtrack

Antigravity’s browser helper made Deep Void’s chiptune track in Suno.

Announcer voices

Claude made Gravwell’s “DOUBLE”, “MEGA CHAIN” and “SHIELD UP” call-outs through Suno’s connector, and listened back to pick the takes.

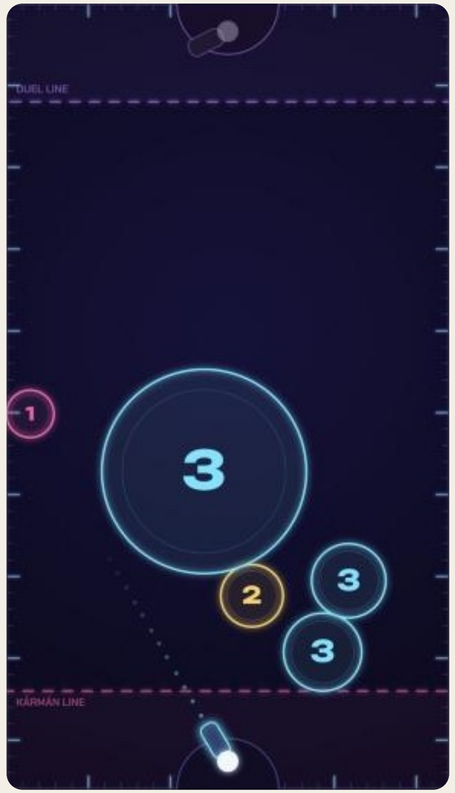
Music apps

Finger Drums and Drum Trainer, built as web apps.

Sound that plays

Sub-bass effects, and a fix so iPhone Silent mode doesn’t mute the game.

Suno so far: 60 of 2,500 monthly credits.



ARTWORK AND 3D

Art I could never have drawn myself







3D models

Blender built every screensaver model from code, for free. Meshy made Deep Void's rocks, rocket and UFO.

Images and icons

Logos and app icons made on my own GPU with a local image model, at $0 each.

HDR colour

Screensavers tuned to 1,600–2,000 nits, and an HDR10 video that YouTube accepts.

BEYOND MY SOLO SKILLS

The agents did the hard parts; I kept the judgment calls

Area	What the agents built	My part
HDR graphics	Shaders in OpenGL, Direct3D and Metal, up to 2,000 nits	Judged the look on real screens
Apple shipping	Signed, notarized Mac downloads and two TestFlight betas	Signed in and accepted Apple’s terms
Porting at scale	A C#-to-C++ translator; 17 screensavers ported to Mac in an hour	Asked for “all 20 on Mac”
Web operations	SSH deploys with backups and file-by-file checks	Switched SSH on, once
HDR video	Found YouTube’s missing metadata; built an HDR master	Checked it on YouTube
Game design	An AI opponent that sharpens over a run	Asked for a reward that’s rare but earnable

WHAT I LEARNED

Six rules I’d hand a teammate

Name it first

Final names in the first prompt. A late rename meant scrubbing 60 files.

Make it save lessons

The biggest speed-up of the pilot. Every project ends with “remember what we did.”

Own the human parts

Sign-ins, legal terms, secret keys and taste stay with me.

Test on real hardware

Brightness, pacing, sound and grip only showed up on real screens and phones.

One machine per release

Two machines uploading to one website overwrote each other’s pages.

Watch the meter

One $20 seat carried two machines, but hit 76% of its week and its 5-hour limit once.

THE NEXT DECADE

NO LONGER RUSTY. READY.

The skill now is knowing what to ask for, judging what comes back, and pushing back when it isn’t right. The code, the music and the art follow.

Up next: Gravwell’s Overdrive mode, the TestFlight betas going public, and a code-signing certificate for the Windows installers.