Derek Sean Spratt

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SUMMARY

Developer-tools engineer with eighteen years at Microsoft on tools other engineers depended on: the Network Monitor parser engine, test and CI tooling, and the secure Linux base images that Azure services build on. Since early 2026 I have worked full time with terminal coding agents and built on top of them: agent loops and tool sets in TypeScript and Swift, and a multi-model evaluation CLI. Agents write most of the code; I scope, review and test it.

EXPERIENCE

SaaSaaS LLC, Founder and Software Engineer, Leavenworth, WA — Mar 2026 - Present

- Wrote agent loops and their tools in TypeScript and Swift. The largest runs a tabletop game through about 20 tools, on one tool-calling layer that works across the Anthropic, OpenAI, xAI and Gemini APIs, with 67 tests.
- Built Choir's live terminal view on raw termios and VT escapes, with no TUI library: diffed repaints capped at 30 frames a second, a key parser for split escape sequences, and terminal restore on every exit (131 pty tests).
- Built Choir, a macOS app and Swift command-line tool that sends one prompt to twelve model providers and has a judge model score the answers. Published 23 model comparison studies with it; the CLI doubles as an agent skill.
- For a client's course-review tool, wrote a fake streaming model server so the 163-case test suite exercises the real stream parser and tool handling without a live model call.
- Wrote about a dozen skills and slash commands for coding agents, and Flarebot, a starter kit that gives a Claude Code session its own API keys and shell tools. Two other people run their own sessions from forks of it.
- Set up two clients who are not engineers on their own coding agents and review the pull requests those agents open. One batch of 16 turned up about 70 bugs, each pinned down by a failing test before it was fixed.

NCC Group, Technical Project Manager, Remote — Oct 2021 - Jan 2026

- Ran multi-year security engagements for enterprise clients: continuous malware analysis and threat reporting.

Microsoft, Software Engineer II, Redmond, WA — Feb 2005 - Sep 2021

Azure Edge OS (COSINE) 2018 - 2021

- Built and maintained the Secure Base Image, the hardened Linux image that first-party Azure services build on, for public and sovereign clouds. Shipped security updates monthly, and within three days when a fix could not wait.
- Built the FIPS-compliant releases, patched CVEs, and moved the test automation from Jenkins to Azure DevOps.

Open Source Technology Center and Cloud Platform Services 2012 - 2018

- Built and maintained CI deployments for Microsoft's Hyper-V and OpenStack open-source work, with dashboards for CI and infrastructure health, and wrote the PowerShell automation for Cloud Platform Services deployments.
- Validated the System Center Configuration Manager client for Linux and UNIX on 43 platforms.

Network Monitor, Message Analyzer and the Protocol Engineering Framework 2005 - 2012

- Maintained the parser engine in Network Monitor 3, the protocol analyzer Microsoft shipped free to developers and IT staff, through releases 3.3 and 3.4, then worked on codecs and visualizers for its successor, Message Analyzer.
- Started as the tester for NPL, Network Monitor's parser language. Engineering Excellence Award, 2008.
- Technical lead for test on the Protocol Engineering Framework: static analysis, coverage and performance metrics.

Olympia Computing Company, Software Engineer, Olympia, WA — Jan 2004 - Jan 2005

TriGeo Network Security, Director of System Architecture, Post Falls, ID — Jun 2001 - Nov 2003

Microsoft, Software Engineer in Test, Excel, Redmond, WA — Jan 2000 - May 2001

SKILLS

Languages: TypeScript, JavaScript, Python, C#, C++, C, Swift, Bash, PowerShell
Agent tooling: tool calling (Anthropic, OpenAI, xAI and Gemini APIs), MCP, Claude Code skills, model evaluation
Platforms: Linux, macOS, Windows, Azure, Cloudflare Workers, GitHub Actions, Azure DevOps, Jenkins

EDUCATION

Marquette University, first year, 1993; Washington State University, Computer Science coursework toward a BS