



CONTACT

Guthrie, OK

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imhermes.dev

ACTIVE PUBLIC TRUST CLEARANCE

CORE CAPABILITIES

Aviation & simulation

FAA AATD Maintenance

Signal-Chain Diagnostics

Multi-GPU / Multi-Display

Windows / Deep Freeze

Flight Operations Support

Audio & video

A/V Systems

Live Sound,
Lighting & Video

Live Event Production

Operations

Vendor & Procurement
Management

Cost Analysis &
Incident Documentation

Team Leadership

Software

Linux & Self-Hosted
Infrastructure

Agentic Engineering
(AI Coding Agents)

EDUCATION

A.A., Theological & Ministerial Studies

Christ for the Nations,
Dallas, TX

2011

Joshua Wren

AUDIOVISUAL SYSTEMS & FLIGHT SIMULATION SPECIALIST

Audiovisual systems specialist with 10+ years across live production, federal aviation operations, and FAA-approved AATD support. Owns end-to-end diagnostics, repair, vendor coordination, FAA configuration documentation, cost analysis, and return-to-service execution. Supports flight operations and briefs federal leadership on budgets, costs, and incidents. Also plans, builds and ships software end to end with AI in the loop, using a development and AI orchestration system he designed: a live education platform, an open-source home-theater app and a browser game, deployed on self-hosted Linux infrastructure.

PROFESSIONAL EXPERIENCE

Audio Visual Specialist (Contractor)

Mar 2025 - Present

Red River Science & Technology | Federal Law Enforcement Aviation Facility, Oklahoma

- Own end-to-end audiovisual systems, live event production, flight simulator maintenance, and operational support across a federal law enforcement aviation training facility.
- Serve as sole technician for an FAA-approved AATD flight simulator, leading diagnostics, repair, vendor coordination, and FAA configuration documentation under AC 61-136B and LOA/QAG requirements.
- Returned the simulator to training service after fire-suppression contamination by directing teardown, inspection, incident documentation, and recovery.
- Coordinated repair evaluations with vendors across four states after a \$40K OEM replacement quote, helping preserve training availability.
- Replaced and validated a five-display simulator visual array for under \$700 using an OEM-confirmed signal-chain configuration.
- Designed and operated end-to-end lighting and sound production for a weeklong senior leadership seminar, from transport and setup through live operation and teardown.
- Support flight operations three days per week as a communications room duty officer; brief federal leadership on cost analyses, budget justifications, and incidents (since Mar 2026).

TECHNICAL PROJECTS

Technical Co-Founder

Jan 2026 - Present

Ashwren (ashwren.com) | Remote

- Co-founded an educational study-guide platform for homeschool families; own full-stack architecture, deployment, and self-hosted infrastructure spanning the web application, PostgreSQL, PDF generation, reverse proxy, Git server, and automated off-site backups.
- Built on C#/F.NET and PostgreSQL behind Caddy on a Linux server, with health-checked deploys, kept rollback releases and verified off-site backups.

Independent Software Projects

Jan 2026 - Present

Portfolio (imhermes.dev) | Remote

- Marquee (github.com/hermes-os/marquee): open-source home-theater app. Shipped the macOS 2.0.2 release through an automated GitHub Actions build with license, signature and privacy checks; now rebuilding it for Linux in C++ and Qt 6 with libmpv and SQLite.
- Red Acre: browser farming game set on Mars, built phone-first with music generated in code; play-tested with family on iPhone.
- Development system: designed and keep refining my own system for software development and AI orchestration, since Jan 2026. I plan each build and choose the architecture and stack; AI coding agents carry out the plan in sandboxes, and a separate AI reviewer must approve every change before it ships. I write some code by hand, read the agents' code (not every line), play-test and own releases (5,000+ commits across 30+ repositories; an estimated 6,300+ sandboxed agent runs).
- Built the harness: rule files that steer the agents, a pre-push privacy guard, CI checks, and a self-hosted Forgejo Git server mirrored to GitHub, behind Caddy and Tailscale.

ADDITIONAL A/V EXPERIENCE

Volunteer A/V Technician & Musician

Dec 2023 - Present

North Church, Bethel Church, and others | Oklahoma City Area

- Provide live sound, A/V setup, operation, troubleshooting, and musicianship for services and special events.

Professional Musician & A/V Technician

Oct 2019 - Dec 2023

Victory Church | Warr Acres, Oklahoma

- Led sound, lighting, and video operations; trained and coordinated volunteer production teams.

Professional Musician & A/V Technician

Dec 2011 - Oct 2019

Gateway Church | Southlake, Texas

- Managed A/V setups and live sound for weekly services and major events; supported and trained A/V volunteers.