Eric Le

Software Developer

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Profile

I build open-source tools for coding with AI agents such as Claude Code, and use them every day. The two I rely on most are canon, which takes an agent's work from plan to reviewed pull request, and Frameboard, a design board where my agents and I sketch interfaces and design systems and work out UI fixes before they become code. Before this I spent 18 months at Volvo Technology, where I built and deployed an agent that answered engineers' questions about truck test data. MSc in Engineering Physics from Chalmers.

Professional Experience

Associate Data Scientist

Nov 2024 – Jun 2025

Volvo Technology, Gothenburg

- Rebuilt the agent as Test Co-Pilot on a custom framework over LangChain, writing all the agent code alone.
- Connected it to Excel, PostgreSQL and a Trino data lake, with session memory so one conversation could carry several questions.
- Built the demo shown to the leadership team in December 2024, which then funded the project to June 2025.

Technologies: Python, LangChain, OpenAI, PostgreSQL, Trino, S3, Streamlit, Kubernetes, Langfuse

Applied AI Intern

Jun – Sep 2024

Volvo Technology, Gothenburg

- Deployed the thesis agent to Volvo's internal Kubernetes cluster and added Llama 3.1 70B to its models.
- Presented the agent remotely at Generative AI for Automotive USA 2024, an industry conference.

Technologies: Python, lagent, Mixtral-8x7B, CodeLlama-34B, Llama 3.1 70B, Streamlit, Kubernetes

Master's Thesis

Jan – Jun 2024

Volvo Technology, Gothenburg

- Built an agent that turned engineers' plain-English questions into plots and computations over truck test data.
- Scored 94% on computation requests and 90% on plots, rated by four evaluators against a ground-truth set.

Technologies: Python, lagent, Mixtral-8x7B, CodeLlama-34B, Streamlit

AI Intern

Jun – Aug 2023

Bac Ha Software, Hanoi

- Reproduced published GAN architectures for image generation and image-to-image translation, and trained them from scratch on the company's GPU server.

Technologies: Python, TensorFlow

Projects

canon, Toolkit for AI Coding Agents

Jan 2026 – Present

Website · npm · GitHub

- Built a CLI and Claude Code plugin around one orchestrator agent, which dispatches a planner to write the plan, a worker to build it on its own branch, and a reviewer to read the pull request.
- Each pull request carries screenshots or a short clip of the change, and every merge is done by hand.
- Installs the same setup in every repository, with a sandbox that runs each agent flow in isolation before release.

Technologies: TypeScript, Bun, Bash, Claude Code, Vitest, GitHub Actions

Frameboard, Design Board for Coding Agents

Oct 2026 – Present

Website · npm · GitHub

- Built a local design board where coding agents draw interfaces as plain HTML files, steered by hand or through notes the agent answers.
- Made of a CLI with JSON output and stable exit codes, a browser board, and a Claude Code plugin that checks each frame the agent writes.

Technologies: TypeScript, React, Hono, Playwright, Vitest, GitHub Actions

Education

MSc in Engineering, Engineering Physics and Complex Adaptive Systems

2019–2024

Chalmers University of Technology, Gothenburg

Languages

Swedish (Native) **English** (Native)