Introducing Painted Wolf Code

- **Speaker**: Chris Beckman
- **Room**: 332
- **Time**: Saturday, Oct 24th 10:30 – 11:20am

- **Format**: Talk 50 minutes
- **Difficulty**: Intermediate to Advanced
- **Track**: AI & Development Tools
- **Additional Tags**: Local-first AI, AI Coding Agent, Go, YAML, Security Scanning, OSS
- **Experience**: Principal Security Engineer, founder of Painted Wolf, and creator of Painted Wolf Code.

Description:

Painted Wolf Code is an Apache-2.0, local-first AI coding agent built in Go and specifically tuned for open source models. Designed to provide greater transparency than SaaS alternatives, it operates as a workflow engine using declarative YAML and composable templates for agent personas and tool guidance. The system emphasizes reliability and security through a durable evidence ledger that grounds agent output with verified citations, and integrated security scanning—including SCA, secrets detection, and SAST—which is wired directly into workflow gates. This session introduces a local-first approach to AI coding where orchestration is tuned for open source models, prioritizing deep customization and evidence-based verification.

Target Audience: Software developers interested in AI-assisted coding

- Security engineers and DevSecOps professionals
- Open source advocates and local-first software enthusiasts

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