

Bradley Evan Leatherwood *B.E.L*

Founder & AI Systems Engineer — inKibra

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Founder of inKibra, an AI development and deployment company building production AI systems, workflow automation, and full-stack products for business clients. Former Google Search engineer who shipped features used by a billion people every month. Named inventor on a granted U.S. patent for interactive music recomposition. Fifteen years of engineering across startups, scale-ups, and Google — now applied to founder-led client delivery, owning the work from product design through production.

- Ex-Google Search — features reaching 100M+ users daily and a billion monthly
- Granted U.S. patent US12602426B2 — named inventor and technical author
- Founder/CEO of inKibra — AI services company earning up to \$50K/month, owning product and engineering end to end
- 15+ years across fintech, ad tech, automotive, entertainment, and search

TECHNICAL SKILLS

Languages & Frameworks: TypeScript/JavaScript, Rust, Swift, Python, Java, C++, C# · React/React Native, Next.js, Expo, Node.js, Bun, Tauri, HTML/CSS

AI & Data: OpenAI APIs, RAG, LangChain, agent workflows, eval loops, embeddings, TensorFlow, document processing, browser automation, analytics pipelines, audio/music analysis, HealthKit/Apple Watch context systems

Product Design & Management: product strategy, discovery, UX and product design, rapid prototyping (Claude, Figma, Framer), turning ambiguous business problems into scoped roadmaps, requirements shaping, analytics-driven iteration, stakeholder management

Cloud & Infrastructure: GCP, AWS, Azure, Cloudflare + R2, Kubernetes, Terraform, Docker, Consul, Vault, Postgres, MySQL, PlanetScale, Redis, MongoDB, Couchbase, Cassandra, Elasticsearch, CrateDB, CI/CD, Sentry, PostHog

Real-Time Audio: Web Audio API, AVAudioEngine, real-time DSP for music recomposition

EXPERIENCE

inKibra, Inc.

2022 – Present

Founder / CEO / CTO

AI development and deployment company delivering production AI, workflow automation, and full-stack systems for business clients.

- Own the full engagement lifecycle for every inKibra client — discovery, proposals and estimates, architecture, implementation, QA, release planning, and stakeholder communication.
- Operate as product designer and manager as much as engineer: clients typically arrive with a business problem, a feature request, or raw user feedback rather than a spec — I design the specific path forward, from discovery and UX through architecture, delivery, and analytics-driven iteration.
- Run an AI-first delivery process: inKibra's concurrent, multi-threaded AI development harness (open-sourcing soon) takes a described goal — a new feature, a latency target, a bug — and plans, builds, and verifies the work against explicit rubrics, with full visibility into what was done and how it was judged. Now being integrated into the construction client's own development process.
- Serve as lead engineering partner for one of the largest construction firms in the Pacific Northwest — stadiums, hospitals, and nine-figure contracts — building roughly half of the firm's internal software, the systems connecting back office, front office, and field contractors.
- Built the firm's internal PDF and document-management platform across web, mobile, and backend: document processing with revision tracking, validation workflows, and tenant-scoped safety-checklist normalization.
- Built data-cleaning and reinforcement-learning data pipelines for a provider in Microsoft's data ecosystem.

- Raised the organization's engineering discipline — PostHog feature flags, launch observability that automatically captures the context to judge each feature's success, Sentry, CI/CD, and preview environments — driving company-workflow errors to near zero through multiple mobile-app relaunches.
- Deploy and operate production web, AI, and media workloads on GCP, AWS, and Cloudflare with Kubernetes, Docker, signed-URL object storage, and automated CI/CD.

inKibra — Recordless & ToneTempo

2022 – Present

Founder — Product, Audio AI & Patent Strategy

Proprietary AI fitness and interactive-music products built inside inKibra: personalized workouts, real-time coaching, and patented dynamic music recomposition.

- Invented and patented interactive music recomposition technology (U.S. Patent US12602426B2) enabling live, user-driven rearrangement of tracks and workout-aware playback; raised ~\$150K from angel investors to build it.
- Engineered the patented mix engine in Rust, Web Audio API, and AVAudioEngine — BPM-aware transitions, equal-power crossfades, section-aware rearrangement, stem- and effect-aware mixing, and offline rendering — sustaining sub-30 ms recomposition-to-output latency.
- Built an agentic AI fitness coach on OpenAI models with retrieval-augmented generation over workout context, nutrition guidance, and Apple HealthKit / Apple Watch data — personalized workouts with real-time coaching and motivation.
- Architected and trained a deep music autoencoder in TensorFlow, reducing raw audio feature dimensionality by more than 90% and auto-labeling 1M+ "interactivity points" for directed recomposition.
- Containerized and operated all web and AI services on GCP/Kubernetes at 99.9% uptime, load-tested to sustain 10,000 requests/sec.
- Shipped ToneTempo to iOS and web — TypeScript, React, Tauri iOS, Swift plugins, HealthKit, Stripe and Apple in-app purchase — reaching thousands of users and ten onboarded creators through TestFlight alphas and production releases.
- Owned product end to end — strategy, UX and product design, roadmap, and prioritization — alongside engineering, fundraising, marketing, creator-program design, and gym-pilot strategy.

Google

2020 – 2022

Senior Software Engineer, Search

- Launched local-answer action buttons (call, directions, food ordering) on Search — a 5% DAU increase on the surface, used by 100M+ people daily.
- Rebuilt local text-to-speech in Geo on a more robust engine, cutting error rates 3% for a feature serving one billion users monthly.
- Improved local-search accessibility through a framework-level change, raising accessibility scores for a billion monthly users while avoiding a far larger refactor.
- Built an NLP speech-recovery module — "did you mean" recovery for misunderstood voice queries — that began as a hackathon win, unblocking the owning team, who shipped the final solution.
- Pioneered a journey planner for Maps — plan a multi-stop itinerary (errands, dinner, a movie) around your route — a second internal hackathon win — and has since launched publicly.
- Pioneered taste-based local search with shareable collections as a search overlay, matching venues through an array of ML methods including a proprietary GAN — a third hackathon win that catalyzed additional headcount and director-level OKRs.

Luxe / Volvo

2018 – 2020

Senior Full Stack Developer

On-demand valet startup acquired by Volvo and rebuilt as the testbed for Volvo's consumer services in the run-up to the Polestar launch.

- Joined immediately after the acquisition as one of three backend engineers turning the Luxe car-movement engine into Volvo service infrastructure — re-architecting backend workflows so the startup's valet engine could power Volvo's consumer service flows, the service foundation for the Polestar launch.

- Led the SDK-first refactor (TypeScript AST codemods) that drew a clean API boundary between the backend and the five-person frontend team — unlocking parallel frontend development, eliminating duplicated code and cyclic dependencies, and introducing a Cap'n Proto / GraphQL-inspired pattern for bundling API calls.
- Built the localization workflow (GitHub Actions, Docker) used by the Luxe and Volvo On Call teams; advised European GDPR and Chinese data-compliance architecture.

MSMCI / Megastar

2017 – 2018

Engineering Team Lead & Senior Full Stack Developer

Entertainment startup creating live talent-show products with celebrity judges such as Usher.

- Architected the microservice framework, self-documenting protobuf-inspired RPC tooling, and WebRTC-based sub-second event streaming that let live polls and chat games track the broadcast in real time — the show's engagement engine.
- Led a six-person engineering team across React Native apps, release workflows, and FFMPEG/CDN/Wowza video pipelines on AWS with Terraform, Docker, and Consul.
- Owned hiring — designed a methodology of phone screens, coding challenges, and team interviews, and grew the team by two engineers.
- Helped set up and produce the end-of-season live show streamed by Usher — including firefighting a last-minute streaming-vendor settings change as the broadcast went live.
- Led product development of a machine-learning social-media usage optimizer for brands and influencers — interviewed external stakeholders to identify market needs and opportunity size, collaborated on the business plan, and presented recommendations to senior management.

Trunomi

2015 – 2017

Lead Front-End Developer & Full Stack Developer

FinTech startup providing consent and customer-data management for banks and any company facing GDPR-era regulation.

- Architected TypeScript microservice APIs with ledger-based data models, generated clients and SDKs, JWT authentication, and enterprise partner integrations.
- Built a finite-state-machine tester proving complete state-transition coverage; owned cloud-security — managing a PKI and secrets with Vault and Keybase and setting the developer toolchain and best practices.
- Contributed to the product roadmap with a component-based workflow-composition UI that sidestepped rules-engine complexity entirely — ASN.1/PKCS#7 for security, multi-part messages for legacy compatibility and extensibility.

Smaato

2014 – 2015

Manager, Sales Engineering

German mobile ad exchange with 80,000+ publishers and 500 demand-side partners.

- Built the team's log-search and analytics tools — shared searches and saved analysis scripts that let the six-to-eight-person sales-engineering team cut through exchange logs to spot failures and usage patterns across billions of daily impressions — making key queries 10x faster.
- Reported to the COO and Director of Global Sales Engineering; integrated demand-side platforms and ad networks into the exchange.

Independent Projects & Consulting

2013 – 2020

Consultant & Open-Source Author

Distributed systems, blockchain infrastructure, ad tech, and media consulting alongside full-time roles.

- Authored EIP-1080, among the first formal descriptions of recoverable tokens and wallets — engaging the Ethereum community and the Kleros arbitration network on game-theoretic grieving constraints; the ideas fed later research and product categories like social-recovery wallets (e.g., Argent).
- Led Horizon Games' scaling research and early prototypes — account-based Plasma, Tendermint-style consensus, a TypeScript/WebAssembly sidechain with a two-way Ethereum bridge — work that fed the core technology that became Sequence, the wallet platform now powering millions of onchain interactions.

- Consulted for Bitfinex/Ethfinex on market-making incentives — built the reference solution on the Ox protocol with token auctions and a fee-collecting ERC-20.
- Audited the designs that preceded Bitfinex's production Nectar token — eliminating reentrancy and overflow attacks, with simulation mocks to tune parameters against griefing and sybil attacks.
- Built Smaato's first self-service ad-tag creation flow (React/Node, designed end to end) so clients could configure tags for any SDK without sales-engineer help — plus malicious rich-media testing pipelines, OpenRTB bidder integrations, and VAST compliance automation.
- Migrated MSMCI's AWS infrastructure to a new account within 24 hours with zero app downtime, using Terraform, Consul, and Docker.

Portal Games

2008 – 2011

Founder

Independent game studio and publisher — the first founder story.

- Built a 3D game engine for Xbox 360 in C#/XNA — multithreaded physics, AI, rendering, and FPS mechanics — and released it open source.
- Developed latency-aware networking that scaled server-client communication with the visibility and proximity of players' avatars.
- Published games on the Xbox marketplace on behalf of other developers.

PATENT

Method for restructuring audio within an audio file

U.S. Patent US12602426B2 · granted April 14, 2026 · assigned to inKibra Inc. · patents.google.com/patent/US12602426B2/en

Named inventor and technical author on a granted U.S. patent for interactive music recomposition — live, user-driven restructuring of recorded music with BPM-aware transitions and section-aware rearrangement. Assigned to inKibra Inc.; the patented engine powers the Recordless mix engine and ToneTempo's workout-aware playback.

EDUCATION

Jacobs University Bremen — B.Sc., Information Management and Systems · Operations management, computer science (operating systems, databases), and information systems

2011 – 2014

Stanford University — Operations Management & Client-Side Web Programming

2012

French (conversational) · Private pilot · Scuba diver · Ultimate frisbee

Jacobs University Student President · Jacobs University Scholar · National Merit Scholarship Finalist