

RYAN SWEARINGEN

CHIEF TECHNOLOGY OFFICER

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SUMMARY

Founder and technology leader who connects company strategy with product and engineering execution. Leads teams and platforms from concept through secure, reliable production, with hands-on depth across AI systems, application development, infrastructure, and edge computing. A systems generalist and lifelong builder who makes pragmatic decisions balancing speed, customer value, operational risk, and long-term leverage.

EXPERIENCE

Anhedral

2025 - PRESENT

Chief Technology Officer - Full-Time

- Co-founded Anhedral and leads development of Anhedral Core, the platform underpinning the company's agent-driven products.
- Owns technical strategy, architecture, and engineering execution across product lines, translating product goals into reliable systems.
- Builds autonomous agents that operate software interfaces on users' behalf, with an emphasis on dependable execution and recoverable workflows.

Computer Using Agents, autonomous systems, full-stack development, platform architecture

Cognition Labs

2025 - PRESENT

Lead Software Engineer - Full-Time

- Leads engineering for CogniLens across iOS, Android, web, browser extension, and AR/XR experiences for neurodiverse readers.
- Owned end-to-end system architecture across frontend clients, backend APIs, authentication, role-based access control, subscriptions, and relational data models.
- Architected and shipped a developer-facing API enabling internal and external integrations while enforcing tenant isolation and security boundaries.
- Serves as technical owner across engineering, product, and research, driving scope, prioritization, and delivery from concept through production.

Cross-platform mobile & web stacks, cloud APIs, relational databases, authentication & payments infrastructure, CI/CD, modern UI systems

LearnAIR (formerly Neesh AI)

2024 - 2025

Lead Software Engineer - Full-Time

- Directed the end-to-end development and launch of a B2B AI chat platform adopted by paying customers.
- Architected a provider-agnostic, multi-LLM system, dynamically selecting models based on cost, latency, and capability constraints.
- Built retrieval-augmented generation (RAG) pipelines including document ingestion, chunking, embeddings, retrieval, and user-level personalization.
- Delivered core platform features including chat history, artifacts, folder hierarchies, role-based access control, subscriptions, and image generation.

LLM application architecture, RAG systems, full-stack web development, workflow automation, team-scale engineering practices

WORK EXPERIENCE (CONT.)

SAP

2024

Software Engineer - Contract

- Developed a full-stack AI knowledge graph application using structured LLM outputs and deterministic pipelines.
- Collaborated with design and engineering teams to translate research goals into a functional production prototype.
- Conducted UX studies and iterated on system behavior based on qualitative user feedback.

Structured LLM pipelines, data-centric design, full-stack web systems, research-driven workflows

DXM

2014 - 2025

Software Engineer - Part-Time

- Long-term contributor (10+ years) to DXM's AI and creative technology initiatives alongside academic and professional roles.
- Helped build an AI image generation platform serving brand and creative customers.
- Implemented and evaluated diffusion models and advanced prompt-engineering workflows.

Generative image systems, diffusion models, prompt engineering, rapid prototyping

Ford Motor Company

2019

Intern - UXD - Internship

- Built simulation tooling using GTA V modification frameworks to model autonomous driving scenarios for AV research.
- Created data pipelines for video transcription, labeling, and analysis to support research workflows.
- Operated in a research-focused environment emphasizing reproducibility, data quality, and experimentation rigor.

Simulation environments, data annotation pipelines, research tooling

EDUCATION

University of Oregon

2020 - 2025

Bachelor of Science, Multidisciplinary Science

- Completed degree while working concurrently in full-time and contract software engineering roles.
- Switched majors during senior year from Cellular, Molecular & Developmental Biology to Multidisciplinary Science.

SKILLS

Core Competencies

Full-stack engineering across web, mobile, and APIs | Production AI and LLM application architecture | System design, scalability, and tradeoff analysis | Authentication, RBAC, subscriptions, and payments | Technical leadership, mentorship, and code review

Technologies & Platforms

Frontend & mobile: modern web frameworks and cross-platform mobile stacks | Backend & data: cloud APIs, relational databases, object storage, vector stores | Infrastructure: Linux VPS hosting, containers, serverless deployment, CI/CD, CDNs, DNS, and TLS | Systems: local development, edge hardware, and cross-platform environments

AI / LLM Systems

Provider-agnostic multi-LLM integrations | RAG, document ingestion, embeddings, and retrieval | Structured outputs, tool calling, and agent workflows | Evaluation and cost, latency, and reliability optimization

ADDITIONAL EXPERIENCE

- University of Oregon Bioinformatics Interest Group
- UC Berkeley SPLASH Participant
- Stanford Code Sleep Repeat Participant