

RYAN SWEARINGEN

CHIEF TECHNOLOGY OFFICER

CONTACT

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EDUCATION

2020 - 2025
UNIVERSITY OF OREGON
 Bachelor of Science, Multidisciplinary
 Science

CORE STRENGTHS

- 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

PROFILE 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.

WORK 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.

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.

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.

TECHNICAL RANGE

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

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.

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.

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.

ADDITIONAL EXPERIENCE

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