

# 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, AVAAudioEngine, real-time DSP for music recomposition

## NOW — INKIBRA, INC. · FOUNDER / CEO / CTO · 2022–PRESENT

- 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.
- 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.
- 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 AVAAudioEngine — 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.

## GOOGLE · SENIOR SOFTWARE ENGINEER, SEARCH · 2020–2022

- 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.
- Three internal hackathon wins — speech recovery (shipped by the owning team), a journey planner (since launched publicly), and GAN-driven taste-based search (drove headcount and director-level OKRs).

## EARLIER

Luxe / Volvo (2018–2020) · MSMCI / Megastar (2017–2018) · Trunomi (2015–2017) · Smaato (2014–2015) · Independent Projects & Consulting (2013–2020) · Portal Games (2008–2011). Acquisition integration at Volvo (Polestar service foundation), engineering team lead at MSMCI, fintech consent platforms, ad-exchange analytics, EIP-1080 author, early Sequence prototypes, Xbox game engine founder. Full history: [bradley.inkibra.com](https://bradley.inkibra.com)

## PATENT

**Interactive music recomposition** — U.S. Patent US12602426B2, granted April 14, 2026, assigned to inKibra Inc.  
[patents.google.com/patent/US12602426B2/en](https://patents.google.com/patent/US12602426B2/en)

