

Tibor Thompson

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Production AI Engineer / Founding Engineer

Production AI engineer focused on LLM applications, agents, retrieval/RAG, evals, voice workflows, and backend product infrastructure. Founding-team experience building customer-facing AI systems from zero to production. Stanford CS '24, AI Track.

Work Experience

Stealth Sports-Tech Startup – Co-Founder & Lead Engineer

2026–Present

Pre-launch consumer platform for real-time sports engagement

- Architected React Native/Next.js sports social platform backed by Supabase, spanning 51 Edge Functions, 64 Postgres tables, and 100+ RLS policies across feeds, comments, moderation, notifications, privacy, and sports-data ingestion
- Designed live game surfaces around 5-second focused polling, Redis-backed stale caches, and provider rate-limit protection for ESPN/Highlightly sports data
- Maintained 200+ automated test/spec files across mobile, web, shared packages, and Supabase Edge Functions; built isolated dev/staging/prod release lanes with successful iOS EAS/TestFlight builds

ProphesyGov – Software Engineer, AI Infrastructure

2025

AI infrastructure for municipal governments

- Built citation and source-traceability engine with confidence scoring and fuzzy matching, improving source attribution and trust in municipal-government demos
- Added LLM-as-judge evaluation checks for orchestrator quality and built SQL action layer for natural-language database operations
- Improved vector retrieval with metadata filters across large municipal document repositories
- Delivered ICMA 2025 technical demos showcasing citation reliability, SQL actions, and retrieval workflows as part of company effort that generated 200+ qualified municipal leads

Vanilla AI – Software Engineer, Founding Team

2024–2025

AI receptionist platform for real estate and home service businesses

- Sole founding engineer for launched AI receptionist platform, building AWS infrastructure, CI/CD, tests, operational workflows, voice-call flows, payment handling, and proposal automation
- Built contractor-matching MVP and explained technical architecture in investor diligence for the company's seed round

Kaladin Inc. – Software Engineer Intern

2023

- Built supervised-learning trading algorithms, historical backtests, market-data REST integrations, and front-end visualization tools for a cross-chain cryptocurrency exchange

Selected Projects & Research

Workhorse – Custom AI Coding Agent

Built private terminal coding agent used in development workflows requiring stronger orchestration, model routing, approval controls, session persistence, and repeatable evals than off-the-shelf tools provide.

WONDERBREAD / AI Workflow Automation Research

2023–2024

Co-authored NeurIPS 2024 research on automating digital workflows with Vision-Language Models; contributed to dataset generation, testing, and model validation for business-process tasks.

Generative Email Client

2023–2024

Built RAG email client using OpenAI and Meta Llama models for personalized draft generation; collaborated with Stanford AI researchers and received Chrome Web Store publication approval.

Education

Stanford University

2020–2024

B.S. in Computer Science, AI Track. Relevant coursework: Reinforcement Learning, Graph Neural Networks, Natural Language Processing, Computer Vision, Cryptocurrencies and Blockchain Technologies. D1 Heavyweight Rowing; Eagle Scout.

Skills

- **Languages:** Python, TypeScript/JavaScript, C++, C, Solidity, Dart, SwiftUI
- **AI/ML:** OpenAI, Anthropic, Gemini, LangGraph, Pinecone, llama.cpp, PyTorch, TensorFlow, RAG, multi-agent orchestration, LLM-as-judge evals, NLP, RL, GNNs
- **Backend & Infra:** Flask, FastAPI, PostgreSQL, Redis, REST APIs, AWS EC2, Docker, GitHub Actions, CI/CD, Deno edge functions
- **Frontend & Mobile:** Next.js, React, React Native, Expo, Flutter