

CHRISTOPHER INKUM

AI Product Engineer | Agentic Systems | Multimodal Prototyping

Providence, RI | (615) 268-6142 | christopher_inkum@brown.edu

PROFILE

AI product engineer studying Computer Science and Music at Brown University, focused on turning emerging model capabilities into dependable, stateful systems. Engineers semantic and operational graphs, agent planning and execution loops, retrieval-backed reasoning, and self-improving pipelines across language, speech, image, video, and audio—with human review, measurable evaluation, model routing, and production guardrails built into the architecture.

EXPERIENCE

MuseLabs | Founder's Associate | New York, NY | June 2026 - Present

- Prototype and productionize multimodal AI workflows across TouchDesigner graphs, text, speech, image, video, and audio products, connecting model capabilities to clear user decisions and review surfaces.

MuseRoom | Software Engineer and Agentic AI Developer | New York, NY | May 2025 - June 2026

- Developed an AI-powered digital audio workstation spanning a React/TypeScript client, Node.js and Supabase services, and a real-time JUCE/C++ audio engine.

Outlier | AI Evaluator | San Francisco, CA | May 2024 - May 2025

- Evaluated model responses for accuracy, reasoning quality, safety, and instruction-following; authored difficult prompts across 30+ domains to expose failure modes.

SELECTED PROJECTS

TEDDY - TouchDesigner-Native AI Project Agent | *Python, FastAPI, TouchDesigner, OpenAI API, semantic graphs, RAG, WebSockets, JSON Schema, pytest*

- Built a native TouchDesigner assistant and semantic graph-planning backend that inspect live operator networks, retrieve official documentation, and produce typed, requirement-traceable operation plans that execute locally only after preview and approval.

Cofheard - AI Script Reader and Rehearsal Platform | *React, TypeScript, Supabase, Anthropic, Google Document AI, Inworld, Stripe, Netlify*

- Engineered a self-improving script parser that combines PDF text, geometry, OCR, and agentic extraction; reviewed corrections become reusable rules evaluated across subsequent runs.

EDUCATION

Brown University | Sc.B. Candidate, Computer Science and Music | Providence, RI | Expected May 2027

Relevant coursework: Software Engineering; Artificial Intelligence and Machine Learning; Statistical Inference; Accessible and Inclusive Cybersecurity and Privacy.

TECHNICAL SKILLS

AI and Agents: semantic and operational graph engineering, MCP, agent planning and tool execution, self-improving evaluation loops, RAG, model routing, n8n, Anthropic, Gemini, OpenAI, FAL, Inworld

Languages: TypeScript, JavaScript, Python, SQL, C++, Swift, HTML, CSS

Backend and Data: Node.js, Express, FastAPI, Postgres, Drizzle ORM, Supabase, REST APIs, WebSockets, background jobs, object storage

Media and Creative: Remotion, FFmpeg, JUCE, TouchDesigner, Logic Pro, audio/video pipelines, image generation, product demos

Cloud and Quality: Google Cloud, Netlify, Docker, OAuth, Stripe, Git/GitHub, pytest, Vitest, Playwright, observability and recovery design