

CHRISTOPHER INKUM

Creative Technologist | Product Prototyper | Generative Media Builder

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PROFILE

Creative technologist studying Computer Science and Music at Brown University, with hands-on experience turning ambiguous ideas into expressive, production-ready tools. Builds at the intersection of generative AI, audio, video, performance, interaction design, and full-stack engineering; especially strong in live demos, rapid prototyping, and translating technical systems into experiences creative teams can understand and use.

EXPERIENCE

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

- Partner with the founder and development team to turn open-ended client needs into high-fidelity prototypes, product narratives, and polished demonstrations across media, creator, and enterprise workflows.
- Built and iterated creative products spanning TouchDesigner project intelligence, AI script rehearsal, podcast production, generative product placement, creator planning, and AI-assisted coloring-book design.
- Translate technical capabilities into clear stories for non-technical stakeholders, shaping proposals, demo flows, and product direction around the user's creative goal.
- Bridge product, design, and engineering decisions across React/TypeScript front ends, media-processing back ends, model APIs, and cloud services.

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.
- Embedded an AI co-producer that translated natural-language intent into audio-graph actions; designed demo assets that made real-time model-to-audio interaction understandable.

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

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

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

Frontend: React, Next.js, Vite, Tailwind CSS, Zustand, TanStack Query, Three.js, GSAP

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