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Frontend engineer with ~20 years of experience. Most recently built an LLM orchestration platform at a seed-stage startup on a team with 3 engineers. Looking for roles building AI products.

### **Founding Software Engineer - TakeShape, 2020-2026**

Frontend-focused full stack engineer through two product eras: an API mesh platform and an LLM orchestration platform. Owned frontend apps through both. After the pivot, built an AI platform as one of three engineers. Owned the core LLM orchestration implementation, context engineering, and evaluation.

- Built the product's primary surface for configuring LLM orchestration, which allows you to build stateful workflows, define tools, and integrate with external APIs. Each workflow defines a GraphQL API for client integration.
- Designed and built the BigCommerce purchase order processing agent, a B2B tool that ingests purchase orders, validates line items against the store catalog, and builds carts ready for checkout. Trialed with multiple BC merchants with positive feedback.
- Built an embeddable storefront app for the PO agent with an upload/processing workflow, an AI chat panel rendering custom tool UIs, and a live BC cart with editable quantities, tax/shipping, and checkout handoff.
- Built a multi-round eval framework for the purchase order agent using our platform's agent orchestration. Used it to iterate on context engineering, model selection, and non-happy-path conversation testing.
- Identified and implemented parallelization redesign that cut token costs by up to 3x in some cases (e.g. 2.5M -> 800K tokens) and roughly halved execution time.
- Shipped Valvoline AI Agent, the platform's first AI customer deployment, contributing to agent workflow design, storefront frontend, and supporting platform features.
- Owned frontend of core API mesh product surfaces, such as a visual schema editor where the project schema defined service integrations, data storage, search indexing, and the generated GraphQL API.

### **Principal Software Engineer - Brightcove, 2016-2020**

Principal Engineer across two phases: ad integrations for Brightcove's HTML5 video player, then frontend leadership on a new B2B product after a shift in company focus.

- In the Players group, led the team maintaining IMA3 and FreeWheel ad integrations for the Brightcove HTML5 video player (built on video.js), serving the majority of the company's media traffic. Managed interns and contributed to hiring.

- Led a team building a new B2B video management application following a strategic pivot, partnering with product and design to ship analytics and content recommendation features for demand generation marketers.

### **Open Web Engineer - Bocoup, 2011-2015**

Engineer at an open web consulting firm focused on HTML5 and JavaScript, which grew from ~10 to ~30 during this time. Worked on client engagements such as game development for Game Show Network, and delivered corporate and retail training such as an HTML5 game development course.

### **Research Software Engineer - Autonomy Virage, 2006-2011**

Engineer on a small team building a media monitoring product that live-ingested multilingual TV broadcasts, transcribed and translated the content, and made it searchable. Built browser-based tools including an editable transcript with synchronized word highlighting.

### **Skills**

- AI: Claude/Anthropic, Vercel AI SDK, tool use, context engineering, evals, streaming
- Languages: TypeScript, JavaScript, HTML, CSS
- Frontend: React, MUI, Tailwind, Zustand, TanStack Query, Monaco Editor
- Backend & Data: Node.js, GraphQL, PostgreSQL, Zod, JSONSchema
- Tooling: Vitest, Storybook, Playwright, Cypress, AWS, Sentry

### **Education**

Northeastern University - Bachelor of Science in Computer Science