

Matthew Spaulding

AI Product Engineer & Technical Leader

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Professional Summary

I design and ship LLM-based products: agent workflows, retrieval, tool orchestration, and evaluation loops. In 15+ years I've built early-stage products and scaled the teams behind them without leaving the code. Today I lead AI engineering at Calibrate Group.

Skills

AI Systems: Anthropic Claude, OpenAI Codex, Google Gemini, LLM architecture, agent workflows, tool calling, RAG, evaluation frameworks, structured outputs, vector search, multi-agent systems, prompt orchestration, Claude Code-driven development, model selection, retrieval optimization

Technical: Multi-tenant SaaS, event-driven systems, distributed systems, data pipelines, API design, microservices

Platform & Infrastructure: AWS, GCP, Azure, PostgreSQL, Redis, message queues, CI/CD, infrastructure-as-code, Docker, Kubernetes, Terraform, observability and monitoring

Product: Product-market fit, roadmap prioritization, user adoption, cross-functional collaboration

Leadership: Team building (3 → 20+), hiring, mentoring, engineering culture, performance management

Programming Languages: JavaScript, TypeScript, React, Node.js, Next.js, Python, SQL

Professional Experience

Founding AI Technical Lead

Calibrate Group, Remote | Jun 2026 – Present

- Forward deployed engineer building vertical AI solutions for clients across several industries
- Scope engagements with business owners and turn operational problems into production AI systems
- Set technical direction for the firm as its founding technical lead

Founder

Strawberry Digital, Tampa, FL | Sep 2025 – Present

- Shipped nine live products, including a Meta Quest game and a receipt scanner built on Claude
- Built SuddenStay, a Florida travel deals site that surfaces for 1,500+ search queries a week
- Run SEO and analytics for eight properties with a weekly cross-source report
- **Tech:** Next.js, TypeScript, Vercel, Supabase, Expo, Unity, Anthropic Claude

Founder & AI Product Lead

Beesla, Tampa, FL | Apr 2025 – Present

- Built AI workflows on Anthropic Claude including agent orchestration, structured outputs, tool calling, and Claude Code-driven development practices
- Built an AI-native platform that converts natural language into structured workflows, enabling users to discover relevant roles and take action through AI-driven workflows
- Achieved 1M+ impressions across search engines and AI assistants, driving 80K+ unique users through programmatic SEO, AI-generated content, and structured outputs
- Designed and implemented end-to-end LLM systems including retrieval, tool orchestration, validation, and structured outputs

- Developed multi-step agent workflows that interpret intent, execute API calls, and return consistent results
- Introduced evaluation and feedback loops to improve output quality, relevance, and system performance
- Architected a distributed system supporting real-time queries, external data aggregation, and scalable AI pipelines
- **Tech:** TypeScript, Node, React, Next.js, Docker, Vercel, Supabase (PostgreSQL), Anthropic Claude, vector search

Cofounder & Founding Engineer

JobPhase, Tampa, FL | Apr 2024 – Apr 2025

- Built an early-stage SaaS platform in the HR space
- Designed system architecture across services, data pipelines, and cloud infrastructure
- Put core engineering practices in place including CI/CD, testing, infrastructure-as-code, and monitoring

Cofounder & Founding Engineer

Weaver, Tampa, FL | Apr 2023 – Apr 2024

- Owned system architecture and technical direction for an early-stage dating app
- Designed backend systems and data models to support multi-client usage and growth
- Implemented deployment pipelines, CI/CD, and operational standards for production reliability

Software Engineering Manager

Spekit, Denver, CO | Jan 2022 – Jul 2022

- Scaled engineering team from 3 to 20+ within a Series A SaaS startup, owning hiring, eng standards, on-call culture, and code review practices
- Worked directly on system design and architectural decisions to support scale and rapid iteration
- Improved delivery by introducing clearer engineering standards, code reviews, and release practices

Software Engineering Manager

PwC, Tampa, FL | Mar 2020 – Nov 2021

- Led development within a ~60 person engineering organization delivering a cloud-based enterprise platform
- Worked closely with business stakeholders to ensure systems matched real operational needs
- Supported reliable production releases in a complex, regulated environment

Software Engineering Manager

LoanLogics, Jacksonville, FL | Oct 2018 – Dec 2019

- Built and led a team of 15 engineers to deliver the first version of a cloud-based underwriting platform
- Designed a microservices architecture to support independent team scaling and fault isolation
- Built AWS-based infrastructure and CI/CD pipelines to support reliable, repeatable releases

Tech Lead Software Engineer

iProcedures, Tampa, FL | Mar 2016 – Oct 2018

- Led development of a real-time clinical platform for anesthesia and surgical monitoring, shipped on iPad in a HIPAA-regulated healthcare environment
- Designed systems for capturing, processing, and visualizing live patient data
- Mentored engineers and set standards for architecture, code quality, and system reliability

Education

Master of Science in Computer Engineering

University of South Florida, Tampa, FL | Graduated 2011