

# RYAN BAER

Staff Engineer

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## ABOUT

Fifteen years building software across AI, cybersecurity, cloud infrastructure, and legal tech — spanning dark web intelligence platforms, Rust applications, and multiple founding engineer roles.

## EXPERIENCE

### FOUNDING ENGINEER — GovEagle AI

2024 — Present

Led frontend architecture and implementation across the platform. Integrated agentic AI capabilities including real-time compliance matrix generation via tool-use orchestration.

### FRACTIONAL CTO & TECHNICAL ADVISOR — Consultant

2022 — 2024

Provided engineering leadership for multiple startups. Advised on technical strategy, hiring, and architecture decisions.

### SECURITY ENGINEER — HackerOne

2022 — 2024

Conducted security audits across high-profile codebases including Unreal Engine for [Epic Games](https://www.epicgames.com) prior to a major release. Reviewed hundreds of thousands of lines of code and provided detailed vulnerability assessments and remediation guidance across dozens of engagements.

### FOUNDING ENGINEER — Farsight AG — Zürich, Switzerland

2019 — 2022

Founding engineer on a next-gen platform built to disrupt legacy e-discovery. Owned design and frontend. Built out multiple projects in Rust.

### EARLIER CAREER — Battelle · Fleetsmith · Bitcasa · Redaptive · The Washington Post

2011 — 2019

Built a dark web intelligence platform for federal analysts at [Battelle](https://www.battelle.org/markets/national-security/cyber). Automated fleet management at [Fleetsmith](https://www.crunchbase.com/organization/fleetsmith), later acquired by [Apple](https://www.apple.com). Full stack work spanning AWS ETL pipelines in Go, React and Redux frontends, and a Django-based social networking application.