

Daniel Richardson

richardsondaniel.com

CTO | Full-Stack Software Engineer | Product Developer

Tokyo & London

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Employment Experience

- **Addie**
Chief Technology Officer - Remote

London, UK
Jun 2022 – Present

Addie is an AI-powered, clinically backed productivity and lifestyle platform designed for the 350M+ people worldwide living with ADHD. As CTO, I led the company's technology strategy and execution, taking the product from concept to launch and scaling it to hundreds of thousands of users. Played a key founding role in the mobile app, backend infrastructure, CI/CD pipelines, and analytics systems to drive engagement and retention. Over time, I expanded the platform to include a clinician-facing client management dashboard, enabling secure interaction between ADHD users and counsellors. I also developed a custom video communication system with integrated AI-assisted note-taking and real-time session tools. My responsibilities covered technical architecture, team leadership, platform stability, data protection, and the continuous evolution of the product.

- **Fractional CTO Services**
Chief Technology Officer - Remote

London, UK
Apr 2024 – Present

Providing CTO-level strategy and execution for early-stage startups. Lead technical architecture, hiring, and roadmap development to transform MVPs into scalable, production-ready platforms.

- **Doqit** *Jul 2024 – Present*
Spearheaded the development of an AI-powered mobile and PWA app for document and information management. Delivered production-ready systems including, revenue payment and tracking, biometrics, ad analytics, and secure file delivery. Successful launched on iOS and Android stores.
- **Jetpack** *Jan 2024 – Jun 2025 (1 year 6 months)*
Built a VC matchmaking SaaS platform for startup founders. Developed the AI-assisted PWA, designed and seeded the structured database of thousands of investors and engineered email delivery and tracking systems for high-conversion outreach.
- **MindClass** *Apr 2024 – Jan 2025 (10 months)*
Created the MVP and first production release for a mental health SaaS platform. Built course delivery tools, counselor-client matching features, and CI/CD pipelines to support scalable content and service delivery.

- **Education AI**
Director of Products / Head of Technology

London, UK
Oct 2020 – Nov 2022

Led product and engineering strategy for an EdTech company delivering a comprehensive education management platform to schools. Directed a cross-functional team of 5 engineers, reporting directly to the CEO. Oversaw full product lifecycle, from architecture and development to deployment and client feedback loops. Contributed to hiring, mentoring, and aligning technical decisions with business goals. Built and scaled core products using modern web technologies and deployed machine learning-enhanced features on Azure's cloud infrastructure.

- **Glasgow University - Institute of Infection, Immunity, and Inflammation**
VR Research and Software Developer

Glasgow, UK
Sep 2019 - Jul 2020

Developed custom tracking software using Lucas-Kanade optical flow algorithms to monitor small molecule motion in live-cell imaging data. This work directly supported a publication in the Journal of Anatomy. At the university's VR

Centre (EDIFY), designed and optimized immersive VR training modules to teach complex biomedical topics to MSc and PhD students, enabling hands-on experience in scenarios difficult to replicate in traditional labs.

- **Indian Institute of Science Education and Research (IISER)**
Senior Research Development Technician

Pune, India
Sep 2018 - Sep 2019

Led development of a novel behavioral testing apparatus in the Neural Circuits and Behavior Lab under Dr. Abraham Nixon. Integrated automation to enhance experimental throughput and precision in olfactory decision-making research. Built point and object tracking tools using C++ and OpenCV to monitor fine nasal movement and behavioral patterns in mice and fruit flies, including emotion detection and copulatory behavior.

Education

BSc (Hons) Computer Engineering & Games Technology
University of Glasgow

2012 – 2016

TEFL Master Certification (Teaching English as a Foreign Language)
TEFL Academy

2018 – 2019

Patents

A computer-implemented AI integrated method of scheduling one or more tasks.
GB2306330.8 · Filed Apr 28, 2023

Perceptual learning deficits mediated by somatostatin releasing inhibitory interneurons of olfactory bulb in an early life stress mouse model.
Molecular Psychiatry 28(11): 4693-4706 (Published Sep 19, 2023)

Computational Thinking, Mini Coders, Python Fundamentals, GCSE Computer Science, Web Design Fundamentals.
Coursework and Publications; ISBN 978-1-8383308-5-9 · 2020 - 2022

Languages

English: Native proficiency

Japanese: Intermediate proficiency (JLPT N4 equivalent)

Programming Skills

Languages & Frameworks: Python, JavaScript, TypeScript, React, Django, Flask, C++, C, Java, Swift

Technologies & Tools: SQL, MongoDB, PostgreSQL, Git, AWS, Azure, GCP, Docker, Firebase, PWA, OpenGL, UE4, Android, iOS, Phaser, Kubernetes, Redis, Azure ML

Specialties: Computer Vision, NLP, AI/ML, Game Engines, Cloud Architecture

Relevant Courses

Software Engineering · Computer Vision · Robotics · Databases · Discrete Mathematics · Logic & Statistics
Artificial Intelligence · Natural Language Processing · Deep Learning · AWS Cloud · Google Digital Machine Learning

Awards, Honours and Positions

UWS Court Medal: Most Distinguished Student (Top Graduate)

Digital Futures 2016: Honorable Mention, Best Project Award & Keynote Speaker

UWS Game Jam 2015: 1st Place – Winner

