

Ben Sutherland

Head of Engineering & CTO

Head of Engineering and CTO with 6+ years of commercial experience, progressing from full-stack foundations to leading enterprise AI delivery and engineering strategy. I've shipped more than two dozen production AI systems for clients across education, retail, finance, and construction, presented outcomes directly to OpenAI's APAC/ANZ API & Enterprise team, and authored the internal platforms and packages that make team-wide delivery repeatable. I combine deep expertise in real-time systems, orchestration, and cloud infrastructure with a focus on solutions that deliver measurable business impact.

EXPERIENCE

Senatra / Head of Engineering

2026 - Present

- Set technical direction across engineering delivery, architecture, platform reliability, and product execution.
- Shape engineering strategy across systems, teams, delivery sequencing, and technical risk.
- Guide engineers and stakeholders through tradeoffs, operating cadence, and production readiness.

MetreMate / Chief Technical Officer & Co-Owner

2026 - Present

- Define technical direction across product architecture, platform choices, and delivery priorities.
- Translate business goals into pragmatic engineering plans, risk decisions, and implementation paths.
- Shape the early technical foundations needed for reliable product growth.

Insurgence AI / Principal AI Engineer

2024 - 2026

- Presented delivery outcomes directly to OpenAI's APAC/ANZ API & Enterprise team, and mentored engineers on AI practices, software patterns, and system design.
- Designed and delivered more than two dozen production AI applications integrating LLMs, vector databases, and agent workflows for enterprise clients across education, retail, finance, and construction.
- Operated as a client-facing consultant, working directly with enterprise IT teams to architect AI solutions around their workflows and compliance requirements.
- Implemented RAG architectures with vector search and caching layers, significantly reducing LLM API costs while maintaining response quality.
- Managed Azure infrastructure with Terraform, including landing zone deployments and hub-and-spoke networking for enterprise clients.
- Authored internal Python packages — state machines, a DAG AI engine, a Cosmos ORM, and a RAG pipeline SDK — used across the entire engineering team.

International STEAM Education / Co-Founder & Chief Technical Officer

2022 - 2025

- Co-founded the company and led the technical vision for learning platforms serving teachers and students.
- Built and operated a distributed game hosting platform in Go using NATS, Redis, PostgreSQL, and Kubernetes for real-time performance monitoring and event processing.
- Architected a distributed Minecraft educational MMORPG platform, migrating from Docker Swarm to production-grade Kubernetes deployments.
- Developed an AI-powered maths question generator producing curriculum-aligned educational content.
- Authored internal Go packages, including an identity provider framework, and TypeScript component libraries used across the platform.
- Managed the end-to-end product lifecycle across system architecture, real-time multiplayer infrastructure, databases, and automated deployment pipelines.

ReadCloud / Full Stack Software Engineer

2024 - 2025

- Worked across frontend, backend, infrastructure, and CI/CD automation.
- Delivered production features for school-facing education workflows.
- Contributed to solution designs, translating business needs into technical requirements for development, infrastructure, and deployment.
- Helped maintain CI/CD pipelines, infrastructure as code, and improvements to monitoring, alerting, and observability.

Web Divine / Lead Software Engineer

2023 - 2024

- Owned technical architecture, client communication, and delivery timelines.
- Shipped the MVP end to end — planning, architecture, full-stack development, and deployment — within the projected timeline.
- Acted as the primary point of contact for stakeholders, adapting to changing requirements while keeping foundations maintainable.

Ben's Digital / Freelance Software Engineer

2020 - 2024

- Took projects from requirements through to deployment, maintenance, and support.
- Built a fitness client management application and an Android 3D model rendering application.
- Handled full-stack delivery, hosting, documentation, and stakeholder communication across bespoke client platforms.

Spine Consultants / Director

2014 - 2023

- Oversaw daily operations, client relationships, and scheduling for the practice.
- Built partnerships with external businesses to grow the client base and brand presence.
- Ran targeted marketing to attract and retain clients in a competitive market.

EDUCATION

Deakin University / Graduate Certificate of Information Technology	2025
University of Melbourne / Velocity — Melbourne Accelerator Program	2024
Endeavour College of Natural Health / Bachelor of Health Science (Myotherapy)	2016 - 2022

CORE SKILLS

Engineering Leadership · Enterprise Architecture · AI & Platform Systems · Cloud Architecture · API & Microservices · DevOps & CI/CD · Database Systems · Full-Stack Product Delivery · Security & IAM · System Design