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Hybrid Director of AI UX, Product, and Intelligent Systems

Integrates multimodal UX, AI product strategy, and complex systems design for large scale platforms, autonomy, robotics, and enterprise intelligence.

Executive Summary

Hybrid Director with a rare combination of AI driven UX leadership, product strategy, and intelligent systems experience. Fifteen years building global products across the United States, Japan, Europe, and Mexico for top organizations including Toyota, Mercedes Benz, BMW, and advanced AI startups.

Specialized in defining product direction for AI powered interfaces, autonomy, multimodal systems, simulation based validation, and data intensive environments. Able to bridge design, engineering, AI research, and product teams to create clarity, reduce risk, and ship reliable intelligent systems at scale.

Track record includes increasing global retention from twelve to forty five percent across ten million Toyota vehicles, accelerating product acceptance to eighty five percent at Mercedes Benz, and delivering future mobility platforms adopted by executive leadership.

Ideal for organizations that require a leader who can align AI capabilities with product strategy, system architecture, and intuitive experience models.

Core Expertise

AI Product Strategy	Multimodal AI Interfaces	Human Centered AI
LLM UX and Agent Interfaces	Experiential and Immersive Design	Simulation and Prototyping
Brand Storytelling	User Research and Behavioral	Systems Thinking

	Insights	
Enterprise Product Development	Pitch Leadership and Executive Presentation	Organizational Scaling
Digital Product Innovation	Team Mentorship and Culture Building	Cross Functional and Cross Cultural Collaboration
Simulation and Validation Tools	HMI for ADAS and Autonomy	Design Systems and Scaled Craft Operations

Professional Experience

Director, Advanced AI Driven UX

Woven by Toyota – Tokyo, Japan

Dec 2020 – Jul 2025

Led the global UX organization responsible for Toyota's AI powered digital cockpit and ADAS interaction systems. Directed teams across design, research, and engineering while defining next generation mobility experiences.

Key achievements:

- Increased global user retention from twelve to forty five percent across more than ten million vehicles.
- Reduced UX iteration cycles by fifty percent through unified workflows across product, engineering, and design.
- Built real time multimodal HMI frameworks supporting L4 autonomy and system intent communication.
- Delivered perception driven UX, adaptive state models, and voice agent interfaces for advanced mobility initiatives.
- Built a high performing organization with a ninety two percent satisfaction score.

Design Director

Fantasy – San Francisco, USA

May 2020 – Dec 2020

Directed UX workstreams for mobility and emerging technology ecosystems. Mentored global teams and delivered high clarity interaction models for complex systems.

Founder and Principal Consultant

Ronin X Design – Los Angeles & Global

Jul 2009 – Jul 2020

Founded and led an advanced product and UX innovation studio delivering intelligent interfaces for automotive, mobility, and enterprise clients.

Key contributions:

- Directed future mobility and HMI programs for Mercedes Benz R&D, Infiniti, and Nissan.
 - Delivered high fidelity prototypes and experience frameworks adopted by executive leaders.
 - Managed a twenty five person team across UX, research, and prototyping.
 - Led more than twenty projects per year across mobility, tech, and enterprise sectors.
 - Reduced overhead by twenty percent through systemized UX operations.
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Early Career (Condensed)

Advanced UX Consultant – BMW Designworks, Mercedes Benz R&D, Infiniti, Nissan
Creative Direction and Visual Systems – Beachbody, Cimarron Group, Create Advertising,
Petrol Advertising

Education

MIT Sloan – Associate Degree, Neuroscience
MIT Innovation Program – Industrial and Product Design
UCLA Extension – Finance
Art Center – Bachelor of Entertainment Design
