

Experience & Education

EXPERIENCE

Principal Engineer, AI for Science

Google

DeepMind

New England based 2025–Present

Leading Engineering efforts for AI for Science. Accelerating scientific discovery through artificial intelligence.

- Focus: Biology, Physics, and Materials Science
- Scaling AI systems for scientific breakthrough
- Bridge between research and engineering

AIX: AI Experience Lead

Google

DeepMind

London, UK 2022–2025

Led the AIX team focused on prototyping and human-AI experiences. Creating prototypes for major AI demonstrations.

- Prototypes: Project Astra, Music AI Sandbox
- Tools: Vibe Coding in AI Studio Build
- Gemini Launch: Demonstrations and interactive experiences

Head of Visualization

DeepMind

London, UK 2017–2022

Built and led the Visualization team. Created critical tooling for research, safety, and interpretability.

- Science: AlphaFold 2 & 3 Visualization
- Interpretability: In-context learning, sparse autoencoders
- Papers: Gopher, Chinchilla, Flamingo, Gemini 1.0 reports

Machine Intelligence Tooling

Google

EDUCATION

Massachusetts Institute of Technology

PhD in Media Arts and Sciences
(Drop out)

Master of Science (2008–2010)

Carnegie Mellon University

BS in Computer Science (2003–2007)

BFA in Fine Art (2003–2007)

SKILLS

Python (JAX, PyTorch, NumPy)

TypeScript, JavaScript, Node.js

Go, C++, ML Infrastructure

AI Systems & Tooling Architecture

Data Visualization & Interpretability

Human-AI Interaction (AIX)

React, Lit, Angular

Three.js, WebGL, Graphics

Product & Technical Leadership

Seattle, WA 2015–2017

Prototyping and tooling for machine intelligence
(TensorFlow, On-device ML).

- TensorFlow Graph Visualizer (Best Paper at VAST)
- TensorBoard early development and design
- Colab Webcomponents integration
- Facetracking annotation tools for dataset creation
- DeepDream VR experiment

Creative Engineer

Google Creative Lab

San Francisco, CA 2011–2015

Google Data Arts Team. Developed experimental content, libraries, and websites to drive the web forward.

- Chrome Experiments API design
- Unnumbered Sparks (TED sculpture)
- Just A Reflektor (Emmy award-winning interactive video)
- This Exquisite Forest (Tate Modern)
- WebGL Globe & Bookcase

Research Assistant

MIT Media Lab

Cambridge, MA 2008–2011

Fluid Interfaces Group under Pattie Maes. Focused on personal data, visualization, AI, and interfaces.

- NIPS Co-authored paper on topic modeling
- Created new technique for gaze tracking
- Developed NLP visualization techniques

Robotics & Physical
Computing

Fine Arts (Oil Painting,
Sculpture)

AWARDS

- Emmy - Data Arts Team
- FWA - Site of the Month/Day
- IEEE VAST Best Paper
- US Patents
- University & College Honors