

Dwayne Michael Cyrus

AI Tooling · System Design · Interface Architecture

Basel, Switzerland

+41 79 924 06 88 · contact@dwaynemcyrus.com

Canadian · Eligible to work in Switzerland (permit in process)

Website: dwaynemcyrus.com/engineer

GitHub: github.com/dwaynemcyrus

LinkedIn: linkedin.com/in/dwaynemcyrus



Profile Summary

I build AI-powered systems and interfaces that remove friction from complex workflows. My work focuses on applied AI implementation, deterministic prompt architectures, and high-clarity interface systems. I treat products as structured systems with explicit states, predictable transitions, transparent reasoning, and user-controlled decision surfaces.

Professional Experience

Systems design, digital platforms, and applied AI tooling across multiple industries.

AI Tooling & Systems Design — Basel

2025 – Present

- Build AI-assisted interfaces integrating LLMs into structured workflows with predictable, testable behavior.
- Design retrieval flows, prompt architectures, and user-in-the-loop decision surfaces.
- Implement system models, state transitions, and interface architectures for AI-assisted workflows.
- Model complex workflows using system-state logic for reliability and debuggability.
- Translate ambiguous problem spaces into data structures, interaction flows, and implementation-ready specs.
- Develop documentation and internal tooling ensuring transparent, consistent AI behavior.

Digital Platforms & Systems Design — Toronto & Remote

2010 – 2021

- Designed structured platforms for navigation, information architecture, and operational workflows.
- Delivered end-to-end digital experiences emphasizing clarity, stability, and structured visual systems.
- Built platforms across healthcare, education, and non-profits with disciplined UX and operational focus.
- Led cross-functional teams delivering production-ready systems.
- Maintained rigorous workflows from requirements gathering to deployment.

Studio & Client Platform Work — Toronto

2008 – 2016

- Delivered websites, brand systems, and user-facing interfaces for diverse clients.
- Managed platform builds with strict execution and quality control.
- Supported organizations in updating identity systems, usability, and digital communication workflows.
- Built long-term client relationships through structured, reliable problem solving.

Flagship Project

MirrorOS

AI-Assisted Operating System for Thought, Structure, and Execution

- Designed the underlying system model: states, transitions, constraints, and review loops.
- Built interaction frameworks for grounded, predictable, user-controlled AI assistance.
- Developed structured workflows for analysis, planning, tracking, and synthesis.
- Created modular interface architectures optimized for clarity and minimal cognitive load.
- Integrated AI tooling as a layer that enhances user intent without overriding it.
- Established evaluation pathways to ensure transparency and consistent behavioral outputs.

Lab Experiments

- **Recall** — Local-first retrieval engine for semantic memory systems; context pipelines, deterministic behavior controls, transparent prompt surfaces.
- **Compass** — Structured analysis environment exploring capture, synthesis, semantic linking, and grounded AI summarization.
- **Decider** — Decision-making engine with structured criteria, scenario modeling, comparative evaluations, and transparent reasoning.

Capabilities

AI Tooling

- LLM integration for structured, AI-assisted workflows
- Prompt and context architectures for deterministic behavior
- Retrieval systems using embeddings and structured context windows
- User-in-the-loop AI patterns with transparent reasoning and override paths
- Evaluation workflows for consistency, reliability, and behavioral stability

System Design

- Modeling systems as explicit states, transitions, and constraints
- Designing data structures that reflect real workflow semantics
- Defining system boundaries, failure modes, and control surfaces
- Translating ambiguous problem spaces into implementable system logic
- Rapid prototyping, production validation, iteration loops for operational workflows

Interface Architecture

- Designing interfaces as extensions of system logic, not decoration
- Predictable interaction models aligned with underlying state machines
- Clear separation between interface, system logic, and AI layers
- Documentation aligned with actual system behavior and constraints

Technical Stack

TypeScript · Next.js · Node.js · Python · React · Supabase · OpenAI API (retrieval + prompt systems)

Education

Self-directed professional study in AI systems, system design, and interface architecture.

OCAD University · Sheridan College · Seneca College Design and engineering studies (Canada)

Languages

English (Native) · German (A2, progressing)