Contact

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www.linkedin.com/in/jakechuang
(LinkedIn)

Top Skills

Program Management

Hardware Engineering

Software Engineering

Languages

English (Native or Bilingual)

Chinese (Native or Bilingual)

Patents

Personal biosensor accessory
attachment

Mobile cardiac health monitoring

Audio headset with bio-signal
sensors

Bio signal based mobile device
applications

Method and apparatus for specifying
addressability and bus connections
in a logic design

Jake Chuang

Product Leader | Entrepreneur | Scaling Consumer Products from
0→100M+ Users | Strategic, Customer-Centric, Technically Fluent
San Francisco Bay Area

Summary

BUILDING PRODUCTS TO EMPOWER PEOPLE
Elevating human potential in work, learning, sports, and health.

I specialize in transforming complex, cross-functional ideas into
scalable, production-ready solutions. From AI developer tools
and edge inference platforms to biosensors and brain-computer
interfaces, my work lives at the intersection of human-centered
design, deep tech, and strategic execution.

At Intel, I lead the productization of developer tools and parallel
computing libraries to accelerate AI. Then I used AI to develop
productivity tools to help product managers and developers thrive in
the emerging AI-first workplace—reducing friction, amplifying output,
and accelerating decision-making.

At Meta Reality Labs, I worked on AI-powered audio DSP for
wearable devices. Our beamforming microphone algorithms enabled
users to isolate and enhance voices in noisy environments—imagine
clearly hearing a person several tables away in a crowded bar. It was
a compelling example of how technology can expand the boundaries
of human perception.

At NeuroSky, I built brainwave biosensors to decode mental states
in real time. We delivered personalized education products that
adjusted digital content based on student attention and mental
fatigue. And peak mental performance training culminated in U.S.
Archery team winning in the Olympic.

Across every role, I've led high-impact teams across hardware, AI,
and software—delivering both 0→1 innovation and scaled to mass
market. I bring a strong technical foundation, strategic clarity, and
customer-first mindset to every mission.

Technically Astute | Strategic Thinker | Data Driven | Customer Centric | Collaborative Leader
Building with purpose. Shipping with impact.

Experience

Intel Corporation
Principal Product Manager
April 2022 - Present (3 years 6 months)
Santa Clara County, California, United States

Led productization of compiler tools & parallel computing libraries for AI and HPC applications across CPU and GPU

• Enabled high performance AI applications on 100M+ units of AI PCs shipped in a year.

• Reduced enterprise application porting cost to accelerate Intel GPU adoption, contributing to $300M+ in revenue.

Sigma Connectivity
Technical Program Manager@Meta (Facebook)
March 2020 - April 2022 (2 years 2 months)
Sunnyvale, California, United States

Managed transformation from classical to AI-based audio digital signal processing for AR/VR headsets

• Migrated cross-functional HW, SW, mechanical design team to 100% Meta standard agile process.

• Delivered beam-forming audio for listening privacy on the world's first consumer smart glasses, Ray-Ban Stories.

• Managed Meta's first audio AI model development with disruptive advancement over classical DSP algorithms

NeuroSky
Co-Founder/Chief Product Officer
September 2007 - February 2020 (12 years 6 months)
San Jose, CA

Raised $30M to develop biosensor products for gaming, sports and education, scaled business to 1M sensors annually.

• Created product vision, strategy, and roadmap; led a 50+ person team to deliver over 20 mobile/web apps, 3 biosensing form-factors(headset, watch and seat), and more than 20 AI models to measure physiological states.

• Achieved $100M retail revenue via Toshiba, Densu, Mattel, Softbank, Hyundai, and OSIM partnerships.

Actel (Acquired by Microsemi)
Sr. Director of Marketing
January 2006 - August 2007 (1 year 8 months)
Mountain View, CA

Repositioned product focus from logic to system designers, igniting system focused Microsemi $430M 2010 acquisition.

Triscend (Acquired by Xilinx, AMD)
Softwaer Engineering Director & VP
September 1997 - December 2005 (8 years 4 months)
San Francisco Bay Area

Led creation of FPGA HW and system CPU SW code co-design tools, laid foundation for AMD's $2B AI acceleration market.

Aptix (acquired by Siemens)
Software Engineering Manager
1992 - 1997 (5 years)
San Jose, CA

Led EDA tools backend engineering, modernized design database to deliver 10× speed up with zero customer downtime.

Cadence Design Systems
Senior Software Engineer
1988 - 1992 (4 years)
San Jose, CA

Developed the world's first mixed analog, digital logic & digital behavioral simulator. Invented incremental simulation to speed up design iteration by 100X.

Education

The University of Texas at Austin
Master of Science (M.S.), Electrical, Engineering · (1986 - 1988)

The University of Texas at Austin
Bachelor of Science (B.S.), Electrical Engineering · (1983 - 1986)