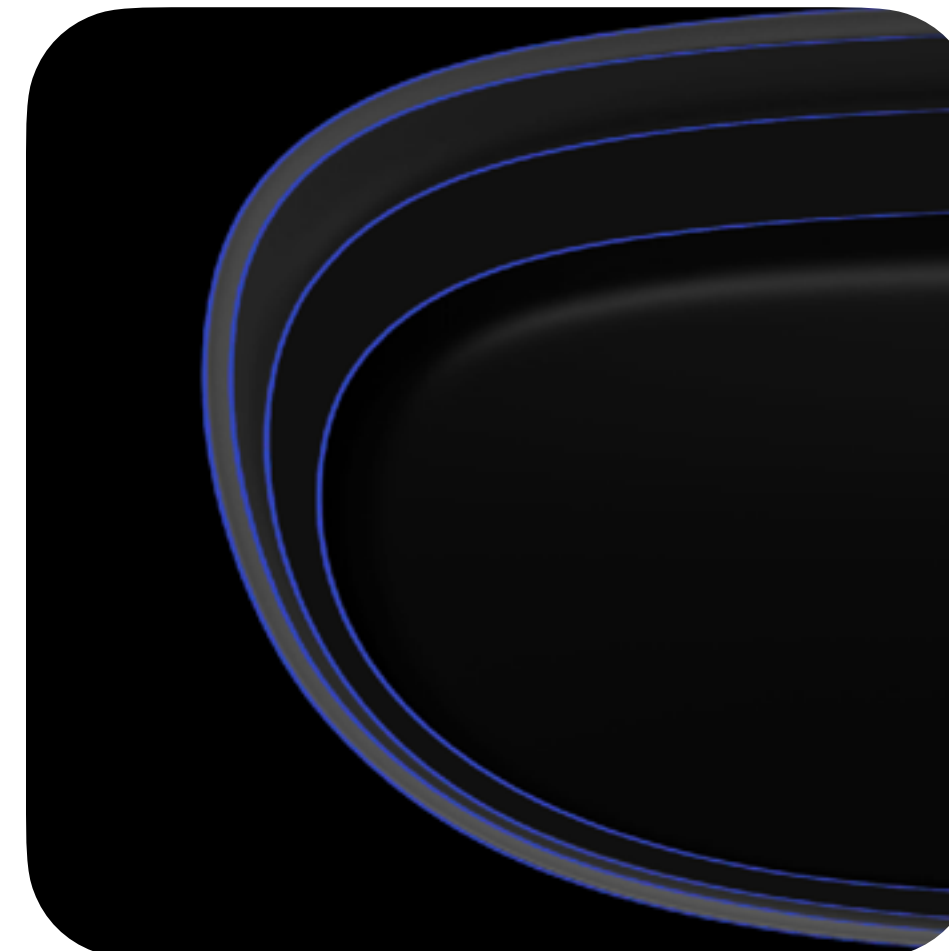


Hardware Design

Product Design as a Strategic Differentiator

I led a team of industrial designers to design 4 generations of autonomous driving hardware with the goal of elegance, affordability, and scalability to support any vehicle in the world.



Software Product Research & Design

A 3D-Native Operating System

As the Product Owner of the GhostOS Human-Machine Interface (HMI), I was responsible architecting a driving experience that gave users confidence in our breakthrough self-driving technology. I architected a new OS stack based on low-power GPUs, 3D game engines, and AI/LLMs.

