

Appendix:

SELECTED PROJECTS

Human Machine Interface

VISION & SOLUTION

Design an interface makes the user feel like the OS understands the worlds around you


The Ghost OS HMI is engineered to reflect Ghost’s ambition to **put design at the center** of its identity and strategy as well as to set a new standard for interface quality in consumer cars. The system is a runtime built on a **3D game engine** which is capable of showing real-time low latency data, allowing the interface to **feel both cinematic and fast**.

PROJECT BRIEF

TIMELINE	PROJECT SCOPE	CONTRIBUTORS	MY CONTRIBUTIONS
2021 - 2024	SW Product Experience Applied AI	Basheer Tome Ben Suarez Marcelle van Beusekom Peter Crandall	Product Ownership Product Architecture User Research Product Design HW Interface Design Technology Invention



HMI Demo

 Video, 2 Minutes

