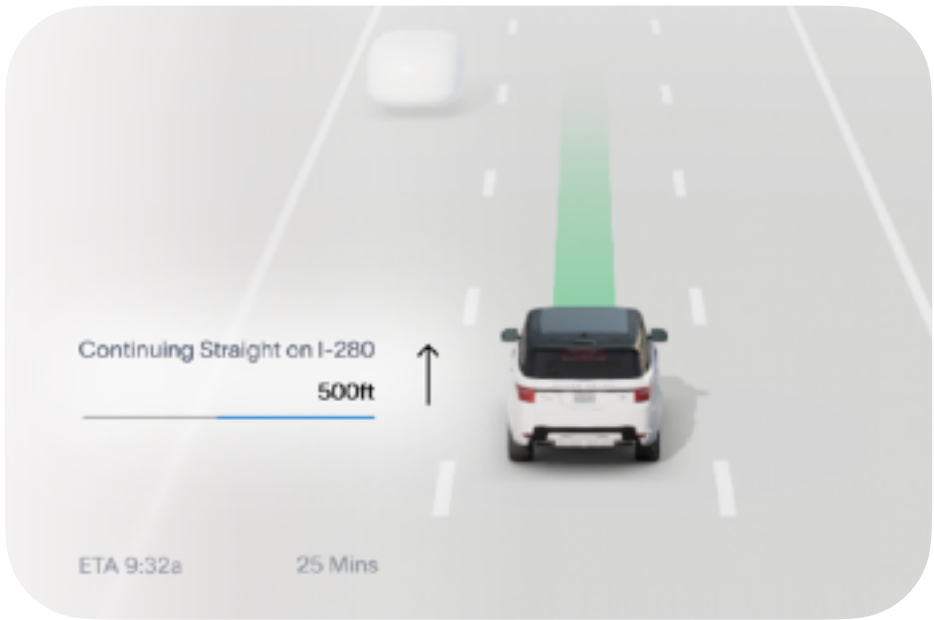


Software Product Research & Design

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.



Developing and Leading Teams

With a commitment to both craft and leadership, I've led design and engineering teams to create products that seamlessly blend functionality and emotional resonance. My leadership fosters a culture of curiosity and collaboration, empowering teams to exceed expectations and deliver extraordinary outcomes.

Talent Magnet

I strive to create an environment where vision and purpose attract exceptional talent, inspiring them to do their best work and push the boundaries of what's possible.

Culture Lead

As a leader, I shape company culture by fostering curiosity, collaboration, and a shared commitment to excellence, while creating workspaces that inspire creativity and make people excited to work every day.

World Class at Any Scale

Whether working solo, with a small team, or within a large organization, I draw on a community of leading-edge investors and innovators to integrate the most forward-thinking methods into my work. Committed to constant learning and improvement, I ensure that every project reflects the latest advancements and delivers meaningful impact.

