Overview

Selected Project Highlights

- *OS-Scale UI Design*
- *Fundamental Technology*
- *Advanced UI & Software Architecture*
- *Audio Design & Choreography*
- *Brand & Marketing*

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

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HMI Demo

▶ *Video, 2 Minutes*