

Product leader with 15+ years building interactive graphics, 3D/CAD, and visualization platforms from lab to product market fit across AEC, visual design, and developer markets. Deep, hands-on experience with real-time rendering pipelines, GPU compute, and solid and parametric modeling. Battle-tested manager of high-performing, globally distributed product management, project delivery, and technical teams.

- **Delivery at scale:** built business case for \$87M product line; achieved 70% ROI over platform life; managed cross-functional delivery for multiple global projects; KPI-driven roadmaps to deliver 7 releases on tight 24-month cadence.
- **P&L Leadership:** Drove startup turnaround from a loss-making startup position to \$1.2M profit in 12 months.
- **Product team builder:** established Vulcan's ARO PM team; led 28-person Intel org with 4 PMs; founded and led SnowShoe's PM function; manage a 4 person PM team at Human Intelligence. Continue to mentor multiple past PMs.
- **Global leadership:** Cross-cultural leadership across 3 continents. 10 years in Taiwan; relocated by Intel to Argentina for a year to manage a key product on the ground; managed distributed Intel teams across Japan, China, Russia, Poland, Germany, and USA; ran a three region multi-geo distributed team for SnowShoe (UK+US+ARG).
- **Graphics & visualization depth:** real-time 3D rendering pipelines, GPU compute, solid/parametric modeling, and CAD across Intel, Adobe, Vulcan, PARC, and Human Intelligence.
- **AEC domain expertise:** led product for digital-twin & 3D systems serving architecture, engineering, and construction.

CORE COMPETENCIES

- Interactive Graphics & Visualization Platforms · Real-Time 3D Rendering Pipelines · GPU Compute & On-Device Acceleration · Solid & Parametric Modeling / CAD · SDK / API & Developer Tooling · Data & Analytics-Driven Decisions · Agile at Scale (SAFe) / Lean · Product Strategy · Product Team Leadership · Executive & Customer Engagement ·

EXPERIENCE

Chief Product Officer — Human Intelligence

2023 – Present

- Lead product and authored core patents for a platform that detects AI-generated imagery by analyzing GPU rendering frame-level artifacts; built and directly manage a product management team of 3-5 PMs.
- Own the rendering and visual-processing pipeline behind the detection platform; shipped three major software versions on a fast 2-week sprint cadence, with continued enhancements in each iteration.
- Grew new product install base to 10K+ creators and visual design experts over 9 months with 87% retention.

VP Product — SnowShoe

2019 – 2023

- Built the product organization and product management team from nothing — led distributed team across three geographies (UK, Argentina + 6 US states); drove product development for a 3D-printed, digital-twin system serving the architecture, engineering, and construction (AEC) industries.
- Owned end-to-end product definition to design, manage, and track physical components through digital-twin 3D models — from design into physical use on job sites.
- Drove turnaround from a loss-making position to \$1.2M profit in 12 months, capturing 22% market share from standing start. Spearheaded product rebuild, executed strategic acquisition, and stood up revenue engine.

Director of Product — Intel

2012 – 2019

- Director of Intel's Graphics Performance Analyzers (Intel GPA) group - drove GPU optimization of real-time rendering pipelines (via Intel GPA) across graphics, gaming, and 3D-modeling initiatives; improved real-time render throughput by 12%. Owned product plan and staffing for 28-person GPA team.
- Managed globally distributed technical team (Japan, China, Russia, Poland, Germany, and USA) for Intel's OpenVINO computer-vision platform (including integration with 3D-modeling systems and CAD output).
- Scaled OpenVINO to 12K developers / 2 million deployments; drove measurable inference speedup on target hardware. OpenVINO won *Embedded Vision Product of the Year (2018)*.
- Led Intel's on-device context-intelligence platform team; relocated by Intel to Argentina for a year to re-organize team and get a key product line on track. Delivered on plan for 120M devices (\$87M / 70% ROI) on tight 24-month delivery cycle. *CES 2019 Innovation Award* (Dell Express Sign-In, Intel Context SDK).

Sr. Product Leader — PARC (now SRI - Stanford Research Institute) 2011 – 2012

- Directed product and engineering for an AI/semantic platform for digital visual-design technologies; prototyped tools moving artists from 2D to 3D models and parametric dimensional (solid) modeling.

Director of Product — Vulcan (ARO Team) 2006 – 2011

- Grew the product management team from 1 to 5; directed product and engineering delivering new hardware and mechanical product form factors (FlipStart / ARO). Designed key device enclosures and internals; owned hardware design executed in parametric, solid-modeling CAD.
- Delivered 12 hardware form factors, managing process from lab to prototype in tight 18-month window. Reduced and streamlined design-iteration cycle; led CAD-based industrial-design and mechanical-engineering workflows. Delivered product and prototypes directly for Paul Allen.

Sr. Product Manager — Adobe Systems 1998 – 2004

- Delivered major releases for web-design suites (GoLive) and vector/rendering-based design tools (Illustrator), including CAD-export pipelines; contributed to planning and delivery of print tools (InDesign).
- Accelerated product release cycle from one release per year to four dot releases in 16 months, catching up to market and taking 29% share of page layout market from Quark and other competitors.

DISTINCTIONS

Books & Talks

- *Ethics in AI: A Programmer's Primer* forthcoming book, Wiley Press 2027
- *The Eagle Tree* National bestselling literary novel. Sold 100K+ copies globally. 2016
- "Hacking Biometric Security & Solutions" – featured technical talk, Gluecon 2019
- "Managing Ethics in AI Algorithms" – featured business talk, Gluecon 2018

Awards

- CES Innovation Award — Dell Express Sign-In / Intel Context SDK (2019)
- Product of the Year, Developer Tools — Intel OpenVINO, Embedded Vision (2018).

Patents

- Visual Design Algorithmic Detection System (2025) - Human Intelligence
- Secure Sequestration of Substrate Identity (2021) - SnowShoe
- Machine Learning on the Edge — CV Hardware Design (2018) - Intel

EDUCATION

- **Stanford University, Graduate School of Business** — Executive Education, 2-year Intel-funded strategic leadership program (2018)
- **Pacific Lutheran University** — Master of Fine Arts (2015)
- **UC Berkeley / Seattle University** — Graduate Studies in Ethics & AI (2004–2006)