

Creative Technology Leader and AI Product Builder with 8+ years of experience leading multidisciplinary teams, developing AI-powered creative tools, and delivering enterprise XR and interactive systems. Experienced in managing teams of up to 13 people while remaining hands-on in product development across Unity, web platforms, real-time graphics, and AI workflows.

PROFESSIONAL EXPERIENCE

VIBES *Founder & CEO*

JUNE 2025 – PRESENT
NEW YORK, NY

- Founded and led a multidisciplinary team of 5 spanning engineering, design, and community growth, recruiting contractors and managing delivery across product development, UX, and go-to-market initiatives.
- Architected and launched an AI-powered platform for generating real-time music-reactive visuals used in live events, venues, and brand activations, owning product strategy, engineering, customer discovery, and deployment.
- Conducted customer discovery with venue operators, artists, and event producers, using field feedback to shape product roadmap priorities and deployment workflows.
- Built an AI-powered platform spanning Unity, Next.js, TypeScript, Supabase, PostgreSQL, Stripe, Cloudflare, and generative AI workflows while serving as the primary technical architect and contributor.
- Led customer workshops, product demonstrations, and live venue deployments, validating product performance across 10+ events reaching 2,000+ attendees and establishing early customer and partnership opportunities.
- Directed freelance engineering resources and external collaborators to accelerate product development, establish technical standards, and deliver production milestones.

NYU SHANGHAI *Adjunct Researcher in Music and AI*

MAR 2025 – JUNE 2025
SHANGHAI, CN

- Designed and developed an AI-powered web platform for spatial audio education, enabling students to explore audio positioning and mixing directly in the browser without requiring traditional DAW software.
- Built and delivered a production-ready codebase within a three-month engagement, including technical documentation, onboarding materials, and implementation guidance to support long-term maintenance by local development teams.
- Demonstrated the platform in university classrooms and gathered feedback from educators and students to inform future product development and commercialization opportunities.
- Collaborated with stakeholders from the Shanghai Concert Hall to explore commercialization opportunities for AI-driven music and interactive media technologies.
- Collaborated with faculty across Interactive Media and Business programs to translate emerging music AI research into accessible tools for non-technical users.

SIA PARTNERS *Developer Manager*

2023 – 2025
NEW YORK, NY

- Managed and mentored a multidisciplinary team of 13 designers, developers, and consultants, stabilizing a high-priority enterprise engagement within the first month and restoring client confidence through improved delivery execution, stakeholder communication, and technical leadership.
- Stabilized a high-priority enterprise engagement within the first month of joining, restoring client confidence through improved delivery execution, stakeholder communication, and technical leadership.
- Developed reusable design automation frameworks adopted across global teams, reducing manual creative production effort and accelerating delivery workflows.
- Led development and deployment of AI, AR, and VR solutions for enterprise clients, balancing technical execution, stakeholder management, user adoption, and business objectives.
- Mentored international team members across the United States and Europe, coaching junior developers and consultants into independently delivering client-facing workstreams and technical solutions.
- Established technical documentation standards, implementation playbooks, and knowledge-sharing processes to improve delivery consistency across teams and engagements.

SELECTED CLIENTS Credit Agricole, CPA Ireland Institute

FUTURE COLOSSAL *Creative Technologist*

2021 – 2023
NEW YORK, NY

- Led development efforts for several flagship interactive experiences and contributed to the delivery of 20+ applications across entertainment, retail, and experiential environments, supporting installations viewed by over 90,000 visitors.
- Served as a technical lead on select client engagements, including Accenture and Disney/CAMP experiences, coordinating development across creative and engineering stakeholders.
- Authored technical documentation, SOPs, deployment guides, and Confluence knowledge bases used across internal teams and client-facing projects.
- Rapidly evaluated and integrated emerging technologies to accelerate delivery timelines while maintaining production reliability.

SELECTED CLIENTS CAMP (Disney), Accenture, ESPN, Comcast, Citibank

CORE EXPERTISE

- AI Product Development
- Workflow Automation
- Creative Technology
- Spatial Computing
- Real-Time Graphics
- Full-Stack Development
- Technical Leadership
- Product Strategy
- Experiential Design

TECHNOLOGIES

LANGUAGES C#, TypeScript, JavaScript, SQL

FRAMEWORKS Unity, React, Next.js, Three.js

CLOUD & BACKEND Supabase, PostgreSQL, Stripe, Cloudflare

AI & CREATIVE AI OpenAI APIs, ComfyUI, Stable Diffusion, ControlNet, IPAdapter

XR & INTERACTIVE OpenXR, AR/VR, Computer Vision, Spatial Audio

TOOLS GitHub, Jira, Confluence, Figma, Blender, Adobe Creative Suite

RECOGNITION

- Featured by Unity Technologies for AR/VR project work
- MIT Reality Hack 2022 Wellness Prize
- MIT Reality Hack Mentor 2024
- Speaker: American Institute of Graphic Arts (AIGA), Florida Atlantic University (FAU), New York University Interactive Telecommunications Program (NYU ITP)

EDUCATION

Master of Professional Studies

Major: Interactive Telecommunications Program

NEW YORK UNIVERSITY

Bachelor of Business Administration & Bachelor of Arts

Majors: Marketing, Film Production, Digital Studies

UNIVERSITY OF WISCONSIN-MADISON