

Product designer with 22+ years of experience with consumer and business apps.

⌘ **Athena**, Senior Staff Product Designer, Jul '25–Present

Design lead for Athena's highest-stakes strategic initiative: building a collaborative "human + AI" product to amplify its "executive assistant as a service" workforce which generates \$100M+ ARR.

- Partnered with the CEO and CTO to set product strategy, transforming a zero-adoption internal proof-of-concept into a high-conviction "human + AI" vision; authored the strategic product narratives used directly by the CEO with investors.
- Designed the core AI agent mechanics (task routing, task planning, agent memory, tool permissioning, agent responses, more) around Athena's unique strength — human-in-the-loop interactions.
- Prototyped the end-to-end AI agent framework to stress-test dynamic agent behavior and validate that human-in-the-loop mechanics functioned cohesively.
- Conducted user research to identify and prioritize core use cases, designed end-to-end user experiences, and deconstructed them into technical engineering tickets used as the primary framework for work planning and delivery.

∞ **Meta**, Senior Staff Product Designer, Sep '20–Apr '25

Design lead in the development of AI based interactions + experiences for future generations of Meta's glasses products.

- Drove the introduction of new features including Live Translate and Autocapture by working with research science to shape their latest AI breakthroughs into product experiences.
- Spearheaded the design and development of new computer vision-based targeting and selection techniques used in Meta AI's Live AI features, including head targeting-targeting and hand-object targeting.
- Designed new input primitives for the Meta Neural Band, enabling users to control their glasses with subtle, natural hand gestures. "Pinch+rotate" was featured in product marketing and during the Meta Connect Conference.
- Created and standardized the interaction models for the Meta Neural Band and Capacity Touch sensors across Meta's family of glasses products, enabling consistent and predictable behavior. Worked with 50+ members of the design team to ensure proper application across all experiences.

🅈 **Yax**, Founder, Aug '19–Aug '20

0-to-1 creation of an app that lets anyone launch on Google Assistant in less than 5 minutes.

- Identified market opportunities. Created and evaluated concepts via user research. Honed value propositions.
- Designed and engineered minimal viable product. Signed up SMBs and ran beta testing.

🌐 **Google**, Senior Interaction Designer, Mar '13–Jul '19

UX lead for the Google Assistant Multimodal UX Framework — enabled the Google Assistant to grow daily active users 4x.

- Created and standardized 10+ core multimodal patterns and templates which enabled 30+ features launches. Awarded with 13 design application patents.
- Redesigned the 10 most interaction-rich Google Voice Search features as multimodal conversations, enabling traffic to be redirected to Google Assistant on 100+ million phones.
- Collaborated with Eng to embed our components into infrastructure, consolidating 5 codebases into 1.

UX lead for the Google Assistant on 3P Devices — LG TV named "Best TV Product" by Engadget at CES

- Drove design strategy with VP level buy-in at both companies for integrating the Google Assistant into LG's OS.
- Designed multimodal interaction patterns which enabled launching on all LG TV models with varying I/O capabilities.
- Integrated Google Assistant into a wide range of 3P devices, from headphones, to speakers, to cameras and more while ensuring a consistent look, sound and feel for Google Assistant.