

Experience & Education

EXPERIENCE

Principal Engineer, AI for Science **Google** **DeepMind**

New England based 2025-Present

Leading Engineering efforts for AI for Science. Accelerating scientific discovery through artificial intelligence.

- Scaling AI systems for scientific breakthrough
- Bridge between research and engineering
- Science visualization and workflows
- Prototyping in new science domains

AIX: AI Experience Lead **Google** **DeepMind**

London, UK 2022-2025

Led the AIX team focused on prototyping and human-AI experiences. Creating prototypes for major AI demonstrations.

- Prototypes: Project Astra, Music AI Sandbox
- Tools: Vibe Coding in AI Studio Build
- Gemini Launch: Demonstrations and interactive experiences

Head of Visualization **DeepMind**

London, UK 2017-2022

Built and led the Visualization team. Created critical tooling for research, safety, and interpretability.

- Internal Visualization tooling
- Interpretability

EDUCATION

Massachusetts Institute of Technology

PhD in Media Arts and Sciences (Drop out)
Master of Science (2008-2010)

Carnegie Mellon University

BS in Computer Science (2003-2007)
BFA in Fine Art (2003-2007)

SKILLS

Python (ML, JAX, NumPy, Pandas, Plotnine)

TypeScript, JavaScript, Node.js, Deno

Go, C++, ML Infrastructure

AI Systems & Tooling Architecture

Data Visualization & Interpretability

Human-AI Interaction (AIX)

React, Lit, Angular, WebDev+

Three.js, WebGL, Graphics

- Evaluation Platforms
- Early Gemini human feedback and interaction systems

Machine Intelligence Tooling Google

Seattle, WA 2015-2017

Prototyping and tooling for machine intelligence (TensorFlow, On-device ML).

- TensorFlow Graph Visualizer (Best Paper at VAST)
- TensorBoard early development and design
- Colab Webcomponents integration
- Facetracking annotation tools for dataset creation
- DeepDream and VR experiments

Creative Engineer Google Creative Lab

San Francisco, CA 2011-2015

Google Data Arts Team. Developed experimental content, libraries, and websites to drive the web forward.

- Chrome Experiments
- Unnumbered Sparks (TED sculpture)
- Just A Reflektor (Emmy award-winning interactive video)
- This Exquisite Forest (Tate Modern)
- WebGL Globe & Bookcase (Visualization)

Research Assistant MIT Media Lab

Cambridge, MA 2008-2011

Fluid Interfaces Group under Pattie Maes. Focused on personal data, visualization, AI, and interfaces.

- NIPS Co-authored paper on topic modeling
- Created new technique for gaze tracking
- Developed NLP visualization techniques

Product & Technical Leadership

Design, UXR, & Sprint Planning

Robotics & Physical Computing

Fine Arts (Oil Painting, Sculpture)

AWARDS

- Emmy - Data Arts Team
- FWA - Site of the Month/Day
- IEEE VAST Best Paper
- US Patents
- University & College Honors

