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Summary

Executive product, creative, and technology leader focused on building breakthrough interactive experiences at the intersection of emerging technology, human engagement, storytelling, and design.

Co-founder and former Chief Creative Officer of Akili Interactive, creator of the world's first FDA-approved video game. Proven track record building category-defining products and leading multidisciplinary teams across games, healthcare, education, AI, XR, and emerging technology, from early concept through scale, IPO, and acquisition

Highlights

- 25+ years building category-defining interactive experiences for some of the world's most influential entertainment, technology, and healthcare companies
- Co-Founder and creator of history's first doctor-prescribed video game
- Raised \$300M+ from Series A through IPO at 1B valuation
- Named one of Newsweek's "50 Greatest Disruptors"
- Holder of 10+ U.S. patents across interactive technology and design
- Led multidisciplinary teams spanning games, AI, digital health, XR, education, and entertainment

Key Skills

Executive Leadership

- Organizational Leadership
- Product Vision
- Cross-Functional Team Leadership
- 0→1 Company, Culture & Product Building

AI & Emerging Technology

- AI-Native Product Vision and Strategy
- Human-Centered AI Experiences
- XR & Spatial and Location-based experiences

- AI Product & Interaction Design

Consumer Experience

- Engagement Systems
- Product and Game Design
- Interactive Storytelling
- UX/UI Strategy and Design
- Art Direction
- Behavioral Design

Experience

Executive Advisor - Interactive Products, AI, & Emerging Media

2024 - Present

- Strategic advisor to frontier AI, entertainment, education, XR, and digital health companies.
- AI-native product vision, strategy, engagement systems, and design
- Guide GenAI production pipeline, interaction design, and next-generation creative workflows
- Advise startups, investors, and product teams on emerging interaction paradigms, immersive systems, and human-centered AI experiences.
- Selected clients include Disney/Lucasfilm, Layer.ai, George Lucas Educational Foundation, Bitkraft, Buddy.ai, Unique Minds, UC Berkeley, Mastermind Cognitive VR Training, Outsmart College.ai, TK Media Ventures, S-Alpha Therapeutics, ARVWell



Co-Founder, Chief Creative Officer, - Akili Interactive

2012 - 2024

- Co-founded and helped build Akili into a pioneering digital therapeutics company spanning games, neuroscience, and healthcare
- C-Level Executive and Studio Head leading Product, Creative Strategy, Design, UX, and Game Development
- Owned corporate brand and identity
- Built and scaled consumer-grade engagement systems designed to drive measurable cognitive outcomes.



Executive Creative Director - Microsoft

2011 - 2012 (*contract*)

- Directed five studios and 100+ designers, artists, and engineers creating cinematic pre-rendered and real-time narrative experiences for Star Wars: Kinect.
- Led large-scale creative production pipelines spanning storyboard, layout, animation, lighting, post and final delivery.



Executive Art Director - LucasArts (a Lucasfilm company)

2002 - 2011

- Executive creative leader overseeing and accountable for overall quality, brand adherence, pipeline development, and organizational leadership across major LucasArts franchises.
- Directed and managed internal and external teams totaling 150+ artists across dozens of AAA productions.
- Led visual development and franchise direction for Star Wars: The Force Unleashed series, which sold more than 10 million copies worldwide.
- Collaborated closely with ILM, Lucasfilm Animation, and international production teams worldwide.



Art Director - Electronic Arts

2001 - 2002

- Dreamworks Interactive acquired by EA
- Directed and Managed art teams for Medal of Honor: Spearhead



Senior Artist - Dreamworks Interactive

1999 - 2001

- Led and contributed across game design, UX/UI, VFX, cinematics, and environmental art for the Medal of Honor franchise.
- Helped shape early large-scale cinematic and interactive shooter experiences during a foundational era of AAA gaming.



Artist/Animator - Day One Studios

1999

- Developed multiple PC and Xbox titles Published by Microsoft, Hasbro, Atari Games: Mech Assault - Axis and Allies II - Diplomacy - Missile Command

Education

- B.F.A. Computer Animation - Ringling College of Art and Design 1995-1999
- 7 years as a University Instructor - Academy of Art University, Art Institute of San Francisco, Cal State Fullerton - 2000-2007

Publications + Recognition

- Author – Creating the Art of the Game (Pearson, 2004)
- Research Study published and featured on the cover of Nature (September 2013):
“Video Game Training Enhances Cognitive Control in Older Adults”
- Named one of Newsweek’s “50 Greatest Disruptors
- Granted 10+ US Patents

Off the clock

- Husband, and Dad of two incredible daughters (my creative co-conspirators)
- Deep love of art, design, games, puzzles, and storytelling
- Science and nature nerd; obsessive world traveller and wannabe anthropologist
- Enthusiastic outdoor adventurer, hike, bike, swim, dive, skate. If it’s out, I’m in
- Running the Home Restaurant - Equal parts art, science experiment, and love
- Relentlessly curious, fascinated by how things work, and how to make them better