

Alexander Mejia

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Senior technical Product Manager with 10+ years shipping **voice/AI** and platform products. Led cross-functional teams, built developer tooling, and launched experiences used by **tens of millions**. Hands-on with **LLMs, ASR/TTS**, iOS (Swift/SwiftUI), and real-time systems; comfortable diving into **code, docs, and architecture** with engineers while owning **vision, roadmap, metrics, and GTM**. Recently built an iOS voice assistant app and launched a voice-controlled narrative VR experience using Microsoft Cognitive Services.

Core Competencies

- **Voice & conversational:** Voice-first interfaces for games and utilities, LLM integration (GPT-4 and Sonnet based), multimodal interaction design, NLP in VR and recommendation applications.
- **Platform Scale:** 30M+ user products, developer ecosystem management, SDK deployment, OEM partnerships
- **Technical Leadership:** 50% engineering velocity improvements, cross-functional teams up to 18 members
- **Innovation Delivery:** 0→1 product, emerging tech integration, rapid prototyping, user research, Data-driven decision-making (OKRs, KPIs, experimentation)

Experience

Senior Product Manager (Gaming) | Dolby Laboratories – San Jose, CA

Apr 2019 – Dec 2023 (4.75 Years)

- Pitched and secured executive buy-in for **\$45M ARR opportunity** bringing Dolby Vision to HDR
- Led a **cross-functional team of 18** with Microsoft to deliver **Dolby Vision on Xbox Series X|S**, ultimately reaching **30M+ gamers**.
- **Built developer-facing** tools and workflows (e.g., Unreal/DirectX integration, color-managed pipelines) to drive adoption across AAA and indie studios.
- **Increased engineering velocity 50%** through agile transformation and tooling improvements
- Owned OKRs and product strategy; partnered with marketing/PR for launches and developer education.

AI Product Manager & Co-Founder | Human Interact – Champaign, IL

Jan 2016 – Apr 2019 (3.33 Years)

- Launched **Starship Commander: Arcade**, a **voice-controlled VR narrative** using **Microsoft Cognitive Services** for speech & intent; shipped to arcades and SteamVR.
- Ran monthly playtests and community programs to capture user feedback; translated insights into story, UX, and tech changes.
- Secured **\$150K+** in support from Epic, NVIDIA, and Microsoft; managed PR and thought leadership.

AI Product Manager / Consultant | Human Interact – San Jose, CA

Jan 2024 – Current

- Built a working **voice assistant** on iPhone in **Swift/SwiftUI** using **Apple Speech (STT)** and **AVSpeechSynthesizer (TTS)**; integrates **GPT-4o Mini** (user-configurable) for NLU.
- Designed JSON-RPC command layer to control a **MiSTer FPGA** over LAN (search/launch/stop, inputs, recommendations) with **state-aware safety checks** to avoid interrupting active gameplay.
- Implemented **Push-to-Talk**; future phase includes **wake-word/VAD** (“Hey Mister”) via local engine.
- **Trained AI models** utilizing Flux.1 Dev, Wan 2.1, to replicate likeness of other individuals
- implemented **local NLP** to cut voice latency **~78%** and improve intent accuracy **~12%**; established KPIs for voice avatars in Starship Commander Arcade 2.0 patch.

AI Product Consultant | Illegal Agents – San Francisco, CA

Dec 2024 – Apr 2025 (0.41 years)

- **Shipped a TypeScript-based LLM utility** (ElizaOS, Mastra) that lets devs **spin up AI agents in seconds (not days)**; authored templates, scaffolding, and docs to reduce time-to-first-agent.
- Launched a Model Context Protocol (MCP) *Playground* **saving ~16 hours** of setup time for typical agent projects and achieving **NPS 8** from early users.
- **Increased engineering velocity 50%** through rapid retro iteration cycles, and optimizing communication
- Company ceased operations; role concluded after several months.

Early Career - Video Engineer & Live Stream Producer | Deep Silver Volition – Champaign, IL

May 2008 – Feb 2017 (8.83 Years)

- **Shipped 6 AAA titles (>15M units)**; launched weekly **community livestreams** to gather real-time player feedback; introduced **studio art quality KPIs**.

Relevant Projects

Cool Uncle

AI-Powered Voice Gaming Assistant | Swift, GPT-4, WebSocket, MiSTer FPGA

- Reduces cognitive load on gamers looking to play their next game out of thousands
- Multimodal interaction system processing voice → LLM → hardware control pipeline
- Sentiment analysis with game preference learning from unstructured voice (4 categories, 95% accuracy)
- Privacy-conscious design based off feedback from users
- Real-time launch command caching and WebSocket integration for instant game access

Starship Commander: Arcade

First NLP-Powered VR Game | Unreal Engine, Azure Cognitive Services, Oculus/Vive

- Designed systems to take unstructured voice input from players and tell a directed story
- Natural language processing achieving human-parity conversation (5.9% word error rate)
- Multimodal input combining voice, gaze tracking gestures
- Featured at Microsoft Build 2017, covered by Tom's Hardware and Road to VR
- Later Transitioned to local transformer models utilizing BERT and VOSK to keep game running indefinitely.

Technical Skills

LLMs/Voice: GPT-4o family, Azure Cognitive Services (Speech/LUIS), Apple Speech & AVFoundation

XR/Gaming: Unity, Unreal Engine, VR Development (Oculus/Vive), AAA and indie game development

Platforms: iOS/Swift UI, WebSocket, JSON-RPC, SDK Development, Developer Tools,

Design/Media: Twitch Streaming (10+ years), OBS, YouTube video Production, Real-time Broadcasting

Speaking & Recognition

- GDC 2022: "Raising the Quality Bar: How to make your game look better with the same assets"
- WonderCon Panel: "The Future of VR and Gaming"
- Microsoft Build 2017: Featured Starship Commander VR demonstration
- GDC 2012: "Advanced Camera Capture Systems For Saints Row"
- Active Twitch Enhanced Beta participant and OBS Discord contributor

Education

Ball State University | Bachelor of Arts in Telecommunications | 2007