

Alexander Mejia

San Jose, CA | me@alexandermejia.com | [LinkedIn](#)

Accomplished AI Product Manager, effective at creating strategic partnerships, and award-winning video game developer seeking a senior product opportunity to drive the creation of cutting-edge technologies

Experience

Startup in stealth, **AI Product Manager** – San Jose, CA – 0.75 Years

Jan 2023 – Current

- Leading research team to find a **natural language processing solution (NLP)** That meets the customer needs in latency, and accuracy in dynamic sounding environments on various hardware
- Designing intelligent voice driven **avatars** utilizing open source LLM models
- Experimenting with latest FLUX.1 Dev **diffusion models** to generate photorealistic images
- Gathering high quality audio and photo data to **fine tune and train** image and speech models
- Established **KPIs** and translated the vision into actionable tasks for team

Dolby Laboratories, **Product Manager** – San Jose, CA – 4.75 Years

Apr 2019 – Dec 2023

Achievements

- Led **cross functional team** of 18 in collaboration with Microsoft for Dolby Vision HDR on Xbox Series X
- Built partnership with Epic Games to broaden DirectX 12 Dolby Vision adoption for developers
- Optimized **agile development process** to increase engineering team velocity by 50%
- Drove **go-to market (GTM) strategy** of creating Dolby Vision industry adoption with top-tier gaming franchises: *Call of Duty*, *Halo*, and *Godfall*, reaching over 100 million gamers

Responsibilities

- Drafted **objective key results (OKRs)** for Dolby Vision Gaming group, effectively managing stakeholder expectations and driving strategic growth initiatives
- Identified new gaming trends and influenced ATG research to capture value in future products

Human Interact, **AI Product Manager/Co-Founder** – Champaign, IL – 3.33 Years

Jan 2016 – Apr 2019

Achievements

- Accelerated **minimum viable product (MVP)** production to 6 weeks securing traction with partners
- Pioneered **NLP AI** indie game at Microsoft BUILD, leveraging Azure AI to meet **user requirements**
- Created **GTM strategy** that garnered earned media from over 10 major XR gaming publications
- Secured partnerships with Epic Games, NVIDIA, and PlayStation boosting market visibility and reach
- Evangelized NLP AI as a business solution, resulting in over 80% cost savings to business customers

Responsibilities

- Acted as **voice of customer** by playtesting monthly to inform product improvement priorities
- Led a global team of 7 engineers and artists to work cohesively on an Unreal based XR project
- Served as face of company conducting PR and Interviews

Deep Silver Volition, **Video Engineer/Producer** – Champaign, IL – 8.83 Years

May 2008 – Feb 2017

Achievements

- Designed camera system product, **eliminating 99% of real-time rendering capture re-work**
- Produced award winning advertising campaigns for 6 AAA games, driving a top 10 DLC selling game
- Defined and implemented studio art quality **KPIs**, reducing employee re-work on assets and improving review scores by raising the visual quality bar.

Skills

Stable Diffusion, Unreal Engine, Pytorch, training data optimization, Product lifecycle management, market research and analysis, digital marketing, data-driven decision making, Agile, JIRA, A-ha, Miro

Education

Ball State University, Bachelor of Arts (BA) in Telecommunications, Muncie IN

2007