

# Avery Carter

## SUMMARY

---

AI-first product builder with 7+ years experience turning zero-to-one ideas into production systems. Hands-on with agentic systems, LLM tooling, and rapid prototyping, equally comfortable defining strategy and shipping the code to prove it out.

## EXPERIENCE

---

### Member of Technical Staff, Applied AI

#### Woflow - Enterprise AI Agents

July 2025 – Present

- Coded the company's image enhancement pipeline end-to-end, generating 100k+ menu images across hundreds of restaurants on a publicly listed food delivery platform
  - In late-stage talks to deploy across two existing Fortune 500 clients
- Built core infrastructure for the company's agent platform from zero to one
  - Eval suite with LLM-as-judge and deterministic judge frameworks to measure agent performance in production
  - Knowledge pipeline powering conversational agents with multi-format file ingestion, URL upload, web crawling, and image support
- Collaborated directly with OpenAI's field engineering team on agent architecture and ReAct-based tool-calling design
- Led the initiative that changed how our product and engineering org ships code, with every PM and designer at the company shipping to production using AI tools

### Technical Product Manager

#### Oneleet (YC S22) - Compliance and Cybersecurity

February 2024 – March 2025

- Implemented customer-focused initiatives that grew ARR from \$2M to \$10M in under a year
- Sole PM for a B2B SaaS compliance platform, owning all net new compliance features end-to-end
- Built a RAG-based chat interface for navigating compliance documents, guiding customers through their compliance journey

### Technical Product Manager

#### Super Studios - Marketplace and Gaming

August 2021 – November 2023

- Launched a gaming project that achieved \$30M in initial sales with a novel approach to digital ownership of in-game assets
- Led cross-functional development of a video game in Unreal Engine 5 and its companion digital asset marketplace

### Product Manager

#### Placernote (YC W15) - Computer Vision and Immersive Tech

April 2019 – July 2021

- Shipped on-device 3D meshing ahead of mainstream LiDAR adoption, unlocking real-world spatial mapping on consumer devices
- Pioneered experimental AR solutions in partnership with Airbnb, exploring new spatial computing user experiences

## SIDE PROJECTS

---

### Freelance 3D Artist / Motion Graphics

- Work featured on stage at Outside Lands, Billie Eilish Tour, and Anderson .Paak & The Free Nationals Tour

### Car Restoration & Content

- Documenting hands-on vehicle restoration on TikTok (ask me about BMWs)

### Car Tech Projects

- Plain-english torque spec lookup from manufacturer documentation (RAG + AI)
- iOS implementation of BMW dealership diagnostic software for enthusiasts (novel, first of its kind)
- BMW parts aggregator with exploded OEM diagrams for streamlined parts sourcing and price comparison

## SKILLS

---

**Coding & AI:** Python, TypeScript, Next.js, LangGraph, Vercel AI SDK, Claude Code, Anthropic/OpenAI/Gemini/ElevenLabs APIs, ship production code across the stack

**Creative:** AR/VR, Spatial Computing, Blender & 3D Design, Video Editing

**Wrenching/Fabrication:** Ask me about my broken car(s)

## EDUCATION

---

**BA in General Studies** (Completed 95% of Mechanical Engineering coursework)

Arizona State University · Tempe, AZ · 2018