Erik Chou

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EXPERIENCE

Chief Technical Product Officer   **College Park, MD**
Sociable AI   *April 2023 - Present*
- Enabling creators and influencers to scale social interactions with persona-driven generative AI
- Designed a first-principles dashboard that onboards our customers to create their persona from scratch
- Architected LLM queries with vector embedding and dynamic prompting to limit hallucinations

Assistant Researcher   **Pittsburgh, MD**
Human-Computer Interaction Institute, Carnegie Mellon University   *May 2023 - August 2023*
- Designed a data-driven and human-centered decision-assistance environment to help gig workers make "smart" decisions in navigating and selecting gigs
- Worked with 16 gig workers and 9 local policymakers to understand their concerns on algorithmic control and power asymmetries

AI Research Intern   **Remote**
Meta Research / MLH Fellowship   *September 2021 - January 2022*
- Improved [AugLy](#), a toolkit to help AI researchers evaluate the robustness of their machine learning models
- Developed human error augmentations to help machines better understand complex, real-world content

PROJECTS

"Sprout" - Democratizing agricultural lending   [Design Portfolio](#)
November 2022
- Crafted interaction framework for a first-time, non-literate person with minimal or no external assistance
- Conducted guerrilla testing to emulate the farmer-vendor interaction and capture observations
- Awarded UX Design Finalist for AIGA Flux

"Colossus web" - Cosmology dark matter visualizer   [Web App](#)
September 2022
- Developed a web app with Dr. Benedikt Diemer for calculations about cosmology, the large-scale structure of the universe, and the properties of dark matter halos.
- Utilized Flask to support HTTP requests to backend Python calculations on Apache
- Designed a model-view-controller (MVC) framework for user interfaces and visualizations

"Taro" - Open source game engine   [Github](#)
March 2021
- Founded a web-based game editor that integrates 3D rigid-body physics with OpenGL rendering and scripting
- Published in 8+ news articles from the US, China, and South Korea; 600+ stars on GitHub
- Followed DevOps methodology by resolving bugs, creating tutorials, and requesting continuous feedback

EDUCATION

University of Maryland   *Expected June 2025*
Major: Product Design & Human-Computer Interaction (Software Eng., Human Factors, & Inclusive Design)