ONY SNOW

Creative technical project manager, founder, and builder of agentic AI systems.

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Indianapolis, IN

I turn ambiguous ideas into rigorous, shipped systems, and make people feel them. My background spans enterprise software, AR, creator media at nearly 1M scale, a GenCon-scale live world, venture formation and AI rigor research. I translate between engineering, design and the business, and carry the narrative alongside the architecture.

SELECTED WORK

Authority System Suite · AI rigor research `onysnow.studio/work/authority-suite`
Seven rulebooks that make an AI show its work. On 221 test cases the same model passed 202 with them and 116 without.

Journalism Workbench · Product, AI workflow, design `onysnow.studio/work/journalism-workbench`
A private investigation desk where the AI can propose but never decide, and every fact is one click from its source.

The light engine behind this site · Real-time graphics, research `onysnow.studio/work/light-engine`
Rain, glass and light simulated from physics in the browser, checked against a path-traced reference and real fracture data.

Opallite · Founding, product, pitching `onysnow.studio/work/opallite`
A human-first digital art platform and a wrap-around glass canvas, at concept stage: the pitch deck I designed and researched alone, and the road so far.

EXPERIENCE

Authority System Suite & Journalism Workbench · Creator, product lead and director `2026`
A seven-part method that makes an AI model show its work, tested on 221 cases, and a private investigation app built on it where the AI can propose but never decide.

Opallite · Founder (Delaware C-Corp)
A hardware + platform company focused on preserving and elevating human creativity in the age of AI.

Technical Project Management II · Program leadership
Led technical initiatives across software, product, startup, and enterprise environments — translating between engineering, design, business stakeholders, and leadership to move complex projects from ambiguity to execution.

WEX · Software Engineer II (enterprise platform)
Enterprise-scale member services platform supporting nationwide fleet and payments operations.

Kenzie Academy · Software engineer & educator (first cohort)
Engineer and teacher at once: building real systems and explaining them.

NovaCove · Founding creative technologist / experience architect
National competition winner, awarded $30K to build augmented-reality experiences for the Merge Cube, launched nationwide in partnership with Walmart.

The Normies · On-camera cast, editor, content creator `2014–2021`
A long-running YouTube and media platform with nearly 1M subscribers and ~100k–200k average views per video.

Return of Aetheria · Art Director (GenCon, Popcon) `2011–2013`
A large-scale mixed-media experience combining live RPG performance and digital systems at GenCon.

SKILLS

Leadership & delivery
Cross-functional teams, roadmaps, RAID / RACI, Agile, stakeholder alignment, public speaking

Engineering & AI
TypeScript, Angular, React, Python, Node, REST APIs, LLM workflows and evaluation, WebGL

Creative
Art direction, cinematography, editing, photography, brand systems, pitch decks, worldbuilding

XR / 3D
Unity, Maya, ZBrush, Substance Painter, 3D asset pipelines

EDUCATION & CREDENTIALS

- Bachelor's degree, Media Arts and Science: Indiana University Indianapolis (formerly IUPUI)
- Google Project Management Professional Certificate
- Full-Stack Software Engineering Certificate (Kenzie Academy)
- Frontend Development Certificate
- Registered Behavior Technician (RBT) Certification

COMMUNITY

8 years mentoring in Indianapolis Public Schools; MC and organizer for international student events at IUPUI.