

LUCAS LONGACRE

Head of Product

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Results-oriented Head of Product with 15+ years of experience crafting elegant, high-impact solutions to complex problems. Skilled at collaborating with cross-functional engineering teams to ship AI/LLM-powered products that exceed client expectations. Currently pairs AI-assisted development (Claude Code) with hands-on product architecture design to move from concept to shipped product faster.

PROFESSIONAL SKILLS

- **LLMs:** Anthropic Claude, OpenAI, Vertex AI, Llama 2
- **AI-Assisted Development:** Claude Code, Product & System Architecture
- **Backend:** Pinecone, MySQL, MongoDB
- **Cloud:** GCP, AWS, OCI
- **Management:** Linear, Figma, Trello, Aha!
- **Data:** Segment, Customer.io, Mixpanel, GA
- **Languages:** JavaScript, Python, HTML, CSS, ReactJS

WORK EXPERIENCE

Head of Product, June 2024 – Present

Inlightened

- Lead product strategy and roadmap for AI/LLM-powered features on a healthcare expert-network platform.
- Design product architecture and pair directly with engineering, using AI-assisted development (Claude Code) to accelerate delivery.
- Partner cross-functionally with engineering, design, and leadership to turn ambiguous problems into structured, shippable requirements.
- Evaluate and integrate emerging AI/LLM capabilities into the product roadmap.

Co-Founder, Feb 2022 – Present (part-time since Jun 2024)

Mebot AI Corp · Portland, Oregon

- Founded and continue to operate an AI product studio.
- Led global teams of developers & designers to plan, execute, and deliver projects on time and within scope.
- Advocated for client-driven product enhancements, collaborating with engineering on AI integrations.

Technical Director, June 2021 – February 2022

Zero Point Reality · Portland, Oregon

- Produced & directed a VR experience for AT&T's flagship store in downtown San Francisco.
- Coordinated multiple departments and led rollout of optimized VR video across headsets and streaming.
- Built the production workflow used to streamline costs and turnaround time for VR video.

Video Producer & Technical Lead, June 2015 – May 2021

The Original Fare LLC · Portland, Oregon

- Directed a 30-minute episodic show for overseas cable distribution, end to end.
- Repurposed content across cable, social, and streaming platforms for multiple clients.
- Managed all media processing, archiving, and post-production equipment upgrades.

EDUCATION

- Bachelor of Arts in Media Studies — SUNY at Buffalo
- Certificate, Full Stack Development — UT Austin