

WILLIAM BARRON

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SUMMARY

AI product and evaluation lead with experience across agentic interfaces, multimodal prototypes, analytics infrastructure, and research-adjacent systems. Builds evals, instrumentation, and product workflows that make complex model behavior measurable, reliable, and usable.

EDUCATION

New York University, New York, NY 2019-2023

- *B.A. in Economics; minors in Mathematics and Computer Science*
- *Relevant Coursework: Econometrics, Industrial Organization, Game Theory, Linear Algebra, Data Structures, Algorithms*

TECHNICAL SKILLS

- **AI evaluation & research:** eval design, trace schemas, scoring-boundary decomposition, audit criteria, synthetic test cases, model/workflow failure analysis
- **Engineering:** Python, TypeScript, React, React Native, Swift/UIKit, Node.js, HTML/CSS, data instrumentation
- **Product, design & analytics:** product strategy, interaction design, prototyping, Figma, Mixpanel, AppsFlyer, GA4, SKAN, attribution QA, event taxonomy

WORK EXPERIENCE

LiquidX AI, *Technical Product & Evaluation Lead*, New York, NY Mar 2026-Present

- Led product strategy and interaction prototyping for Coinvest, Liquid's agentic/social trading product suite.
- Designed and implemented an evaluation framework for MCP trading interactions, using synthetic intent distributions and trace review to identify product failure modes and feature opportunities.
- Built analytics, attribution, and event-instrumentation contracts across web/mobile product flows, with validation workflows to keep shipped events aligned with implementation expectations.

Hallucination Refinery LLC, *Design Engineer & Researcher*, New York, NY May 2025-Present

- Built Glaze, a hackathon-winning spatial discovery prototype for browsing Wikipedia as a 3D graph with MediaPipe-powered hand-gesture navigation.
- Selected for the first Pond AI Markets cohort and received \$30,000 to explore SDK-oriented interaction primitives for multimodal AI interfaces.

Nomikos, *Co-Founder & Design Engineer*, New York, NY Jun 2022-May 2025

- Co-founded and raised \$100,000 in angel funding for a cross-platform tax residency and visa-tracking application.
- Owned end-to-end product execution across system design, interface design, prototyping, and production implementation for complex jurisdiction-dependent workflows.

SELECTED RESEARCH & PROJECTS

Dexterous, *Typed Scoring Programs for Stateful Interactivity Evals* June 2026

- Designed a pilot eval-score disaggregation framework that decomposes benchmark scoring boundaries into typed primitive checks and trace-based scoring programs.
- Implemented and audited scorer prototypes for stateful interaction patterns, including reconstruction-style checks against existing eval slices and explicit limitations/failure modes.
- Led a three-person research proposal for Thinking Machines Lab's Interactivity Grant, framing typed scoring programs as infrastructure for stateful human-AI interaction evals.

Natural Language Autoencoders, *Reproduction & Ablation Experiments* May 2026

- Reproduced and preserved a cloud-GPU pipeline for Anthropic's NLA work, including run artifacts, environment notes, archive checksums, and an ablation plan for testing semantic-transport claims.