

Bora Uyumazturk

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Executive Summary

Product Leader with a deep technical foundation in Artificial Intelligence and Mathematics from Stanford University. Proven track record of scaling Enterprise AI platforms from 0-to-1, expanding total addressable markets (TAM), driving strategic enterprise acquisitions, and deploying production AI/Agentic solutions across Fortune 100 industrial operations. Expert at bridging complex machine learning architecture with business value, leading cross-functional teams of 25+, and orchestrating end-to-end product lifecycles.

Core Competencies

- **Product Strategy & Executive Leadership:** 0-to-1 Product Development, Enterprise GTM, Market Expansion, ICP Definition, Product-Led Growth, M&A Integration
- **AI & Technical Expertise:** Agentic Workflows, Cross-platform Architecture (Web and Mobile), Design Systems, Predictive Modeling, Machine Learning Systems, Data Platforms
- **Cross-Functional Execution:** Managing Engineering/Design/CS Teams (25+ staff), Customer Discovery, User Experience Design, Enterprise Data Integration, Client Workshops

Professional Experience

[Viaduct](#) | Menlo Park, CA

Acquired by Sumitomo Rubber Industries

Director of Product, Viaduct Manufacturing | Dec 2025 – Present

- Spearhead product vision, roadmap execution, and cross-functional leadership for a 25-person team across Engineering, Design, and Customer Success building an AI-powered industrial manufacturing platform.
- Scaled enterprise adoption by launching the platform across multiple Fortune 100 organizations, overseeing end-to-end data integrations and training hundreds of operational, quality, and maintenance personnel.
- Architected and deployed an industrial AI Agent platform featuring interactive conversational chat and autonomous task execution via directive-based automation.
- Accelerated time-to-value by delivering an agentic repair guidance solution at Sumitomo Rubber's Miyazaki plant within 3 months, successfully driving over 400 complex industrial

repairs to date.

- Championed the design and deployment of a self-service data ingestion platform, reducing client onboarding friction for discrete manufacturing customers.
- Lead end-to-end 0-to-1 product strategy—encompassing customer discovery, user journey mapping, UI/UX prototyping, technical architecture design, and continuous feedback iteration loops.

Principal Product Manager | Jun 2024 – Dec 2025

- Repositioned core product capabilities from an automotive-only solution into an enterprise-wide manufacturing platform, unlocking broad industrial TAM expansion.
- Led technical overhaul of ML algorithms to process unstructured multi-modal text and sensor data (including field claims, in-plant defects, and telemetry streams).
- Redefined Ideal Customer Profiles (ICPs), streamlined user interfaces, and revamped global marketing collateral to accelerate pipeline conversion.

Senior Product Manager | Aug 2022 – Jun 2024

- Identified and validated an untapped market opportunity within automotive quality control.
- Built and launched product MVP, secured landmark lighthouse enterprise client, and authored influential industry whitepaper to establish market authority.

Product Manager | Jul 2021 – Aug 2022

- Directed a team of 3 to conceptualize, design, and ship Viaduct's scalable Failure Mode Engine, enabling VIN-level predictive modeling for optimized service campaigns for key clients like PACCAR.

Machine Learning Engineer | Apr 2020 – Jul 2021

- Implemented novel transformer-based embeddings for high-dimensional sensor data using TensorFlow, generating a 20% relative performance gain across client ML models.
- Established front-end engineering standards by creating the company's modular component library, introducing Storybook and Jest testing, and developing d3/React data visualizations.

deeplearning.ai | Palo Alto, CA

Head Teaching Assistant | Jun 2019 – Apr 2020

- Managed course delivery and curriculum development for the [AI for Medicine Specialization on Coursera](#), delivering content to over 100,000 global learners.
- Designed practical assignments and lecture materials covering advanced AI architectures including CNNs, U-Net models, survival analysis, Cox proportional hazards, and random forests.

Education

Stanford University | Stanford, CA

- **Master of Science in Computer Science** (Specialization in Artificial Intelligence) | GPA: 4.09 / 4.00

- **Bachelor of Science in Mathematics** | GPA: 4.03 / 4.00
 - *Honors:* Phi Beta Kappa, Graduated with Distinction

Selected Research & Technical Projects

- [Cancer Subtype Classification](#) (npj Digital Medicine): Co-authored high-impact peer-reviewed paper on deep learning pathology assistants; presented abstract at ML4H @ NeurIPS 2019 (cited 300+ times).
- [Game Theoretic Voting Research](#) (RadicalxChange 2019): Modeled game-theoretic consensus voting behavior under social pressure and validated against empirical datasets.
- **Web Applications:** Developed custom open-source React/Next.js frameworks ([flipsite](#), [gesture-based navigation](#), [interactive pharmacy vaccine map](#)).

Technical & Language Skills and Interests

- **Programming & Tools:** Python, C, Go, Elixir, JavaScript, HTML, SQL, React, d3, TensorFlow, Git
- **Human Languages:** English (Native), Turkish, Italian, Spanish
- **Interests:** [Oil Painting](#) (Exhibited at Hampstead Art Society 2025 Summer Exhibition in London and Foundry Gallery in Washington, D.C.)