Ethan Yi Sang

AI Product Engineer · From problem to shipped product, end to end

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SUMMARY

I build and ship AI products end to end: I decide what to build, build it myself with Claude Code and Cursor, and put it in users' hands. Over the past year and more I have independently built nearly 30 AI products and tools: 2 paid products on sale (real Stripe revenue), 4 apps on the App Store (Mac + iPhone), 3 live platforms, 6 open-source projects (project-brain, 170+ GitHub stars), and more than ten agent systems running every day. From spotting the gap to launch: one day at the fastest, three and a half months at the slowest. I also make the product calls: finding the gap, setting the boundaries, redefining a product mid-way when needed. My own personal agent has done real work for me every day for over a year, under an authorization and audit layer I designed and built. Grounded in 10+ years of B2B / government product and design.

Stack: Swift / SwiftUI (macOS, iOS), TypeScript, Python, React, Next.js, Node.js, FastAPI, Electron · SQLite, Supabase, Cloudflare Workers, REST, WebSocket · MCP (local and remote), OAuth 2.1 · Stripe, Ed25519 license activation, notarized distribution, App Store releases · on-device ML on the Apple GPU (ASR, diarization, TTS) · RAG / hybrid retrieval · built with Claude Code, Cursor, Codex CLI.

SELECTED WORK (SPROUT LABS, MY PERSONAL PRODUCT LINE)

VoxAI — AI meeting copilot product line On sale + 2 apps in stores · voxai.ethanflow.com · 2026.03–present

- Built and shipped three products: the macOS meeting copilot (kickoff to public sale in 3.5 months), the Mac voice-input edition (kickoff to the Mac App Store in 8 days; 1,946 lines of pure Swift, zero dependencies) and the iPhone recording & transcription edition on the App Store.
- Real-time meeting transcription with speaker labels, fed to any AI over local MCP; the AI pushes fact-check, risk-alert and negotiation-strategy cards into the meeting and can talk back by voice. Transcription, speaker separation and TTS run locally on the Apple GPU; data never leaves the device.
- Built the full commercialization chain in 3 days: notarized direct distribution, in-app auto-update, Ed25519 offline activation, Stripe → Cloudflare Worker; payment to license code in seconds with zero manual work.
- Product calls: redefined the product mid-way from a transcription tool into "a conversation copilot that puts AI in the room"; call mode records two channels (microphone = me, system audio = the other side), turning speaker separation from an ML problem into a physical fact; tracked the user journey as a five-stage funnel, ran three serial experiments on the trial model, and set trial completion rate as the north-star metric.

Soul Engine Next — modular personal agent In daily use · native macOS · 2025.10–present

- Native macOS agent harness (Swift / SwiftUI): memory and skills live in a user-owned, versioned folder, while Claude Code, Codex or any ACP-compatible agent plugs in through its own engine adapter, swappable even mid-conversation; multi-window with sub-agents.
- Capabilities are MCP modules whose permission manifests are enforced by a macOS sandbox; credentials stay in the Keychain, never seen by modules or the agent; human-in-the-loop approvals; overnight memory consolidation; agent-written skills ship only after hidden evals and human sign-off. 235 commits and 255 tests in 13 days; first generation built since 2025.10, now on public sale.

AndCo — a social platform for people and their own AIs Live · andco.ethanflow.com + App Store · 2026.09–present

- People bring their own AI into groups; AndCo gives those AIs identity and relationships. Web shipped one day after final design (8 people, 11 AIs in 24 hours); native SwiftUI iPhone app on the App Store five weeks later.
- Built my own OAuth 2.1 server (PKCE, device code) + remote MCP (19 tools), tested with Claude and ChatGPT clients; added AndCo Pass (a signed, site-bound credential proving whose AI it is) and OpenID Connect sign-in.
- After launch: 4 versions of the agent wake-up client from real failures (one AI was unreachable for 19 days behind silent retries). 153 automated tests; 1,450 req/s, p99 < 320 ms at launch.

Taproot — authorization & audit layer for a personal AI agent Runs every day · 2026.07–present

- Built the layer my personal agent works under every day (account checks, calendar sync, job-search follow-ups, apartment-hunting communication): every grant needs my own approval with Touch ID and is single-use; a grant is pinned to one action on one target, so approving A never allows B; the agent can use API keys without ever seeing them; every grant, use and refusal is recorded, replayable and tamper-evident.
- While I'm at work it runs its own shift and splits work among sub-agents; payments and signatures always come back to me. 375 automated tests hold these boundaries.
- Product call: built to answer the first question agents face in real life — what can AI do on a person's behalf, what can't it, and what guarantees that.

Product matrix, nearly 30 in all: on sale / in stores — VoxAI Meeting Copilot, Soul Engine (first generation: local-first AI companion, soul.ethanflow.com), VoxAI Voice Input, VoxAI Mobile, Twoday (a calendar shared by a person and their own AI), AndCo iPhone app · live platforms — AndCo (web), AgentMart, Helm · open source — project-brain (170+ stars), ccvault, PromptGuard for Agents, AI Agent Trust Boundary, QuoteMind · 12 agent systems running daily (personal voice knowledge engine, people & commitments knowledge graph, hybrid-retrieval memory engine, on-device visual security agent, Tactree, JobFlow-AI and more) · 4 prototypes.

EXPERIENCE

Deli Group — AI Research Center — Senior AI Product Manager 2026.10–present · Hangzhou

- Own product definition for the meeting-scenario AI product line from zero: hands-on testing of competitor and in-house recording devices, current-state analysis, product architecture and a staged validation plan; work with the business unit and R&D, using AI to produce interactive prototypes that move reviews forward.

Sichuan Everthese Technology — AI Product Manager (B2B, 0→1 lead) 2026.04–2026.06

- Led "Hongzhi," an AI-efficiency SaaS for state-owned enterprises, from zero: positioning, SOE customer research, architecture and AI interaction; delivered a high-fidelity interactive React product and led collaboration across frontend / backend / AI middleware.
- Designed the "goal custody" agent pattern (goal → AI proposes a visible plan → human reviews and approves → brakes at critical steps → receipt) and a four-layer permission model for one person holding several roles.
- Redefined the product from a "Party-building system" into AI-assisted work-efficiency software; organized on-site research at 2 state-owned enterprises (PowerChina, Sichuan Development).

Sichuan Zhizai Shifang Technology — UI Lead / Design-System Owner (led 2) 2025.04–2025.11

- Launched and led an in-house AI efficiency loop (low-code vs. full AI pipeline → approval → cross-department push): ~30% more efficient R&D process; runnable prototypes cut requirement validation from weeks to 5 days.
- Built the Figma component & variable library and co-built program templates with frontend (design efficiency +50%). Projects: Zhongyou Aobo big-data remote support center (a ¥10M-scale project), Wuhua smart-agriculture big-data platform; 12 government & B2B projects in total.

Independent Studio (own venture) — Product Lead 2023.09–2025.02

- Co-founded a small studio with several developers serving SMEs and government; as project lead, owned requirements → product solution → interaction and visual design → delivery, across wealth management, education, fresh-food logistics and fitness. Delivered the WE run fitness & health app for a Japanese client from 0 to 1.

Guizhou Yotecloud Technology — UI Design Lead (led 5) 2020.09–2023.07

- Led a 5-person team delivering the Guizhou Nanming new-infrastructure series (local lifestyle, vocational education, business district) and the "Magic Cube" low-code platform, both launched.

Juyuan Yinhai / Chengdu Xingzheng E-Government — UI/UX Designer 2018.05–2020.04

- Sichuan Health QR Code (30M+ users, CCTV national news coverage): core team member, led the Elder-Friendly Mode. Also the Tianfu Easy-Service app and government big-data visualization.

SKILLS

Engineering & agent architecture: agent harness (Claude Code skills, hooks, plugins; built my own multi-engine harness), MCP (several self-built servers, sandboxed modules, OAuth 2.1 remote access), multi-agent collaboration, agent evals and gating, AI memory systems, context management and long-task handoff, local-first AI, RAG and hybrid retrieval (dense + sparse RRF), recall benchmarking (Recall@5 62.5% vs 54.2%), voice AI pipeline (ASR, diarization, TTS), knowledge graphs, on-device vision.

Product: 0→1 product definition, spotting gaps and designing boundaries, validation with runnable prototypes, end-to-end delivery, commercialization (Stripe, licensing, notarized distribution, App Store releases), user-journey funnels and paid conversion, growth experiments, team management (3 years).

Agent execution & governance: permission confirmation and authorization design, human-in-the-loop and brakes at critical steps, audit trails and replay, secret isolation, prompt-injection and overreach defense, unattended operation and human takeover, permission models and data boundaries.

AI coding & design tools: Claude Code, Codex CLI, Cursor, Kiro, Antigravity, Figma Make, Gemini CLI · Figma (design systems, variables, plugin development).

Languages: Chinese (native), English (written: professional; spoken: conversational).

EDUCATION

B.Eng. Microelectronics, Changchun University of Science and Technology, 2010–2014 · Minors: Visual Communication Design; Principles of Human–Computer Interaction