Lingfei (Leo) Li

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Co-founder of Homebot One · AI Product Leader · Human–Computer Interaction Designer

EDUCATION

M.S., Human–Computer Interaction – Rochester Institute of Technology, Rochester, NY | GPA 3.83/4.0 2017 – 2020

B.S., Industrial Design – Nanjing University of Aeronautics and Astronautics, Nanjing, China 2012 – 2016

Quantitative: GRE Quantitative 170/170 (2015); Statistical Analysis for Decision Making (A)

Computing coursework: Java for Programmers (A), Mobile Application Development (A), Prototyping Wearable & IoT Devices (A-), C++ Programming

ONLINE LEARNING

- **Artificial Intelligence: Implications for Business Strategy** – MIT Sloan School of Management & MIT CSAIL
- **iOS App Development** – Coursera
- **Unity Development** – Udemy

PROFESSIONAL EXPERIENCE

Co-founder & Creative Director – Homebot One, Fremont, CA 2026 – Present

Home robotics startup building KOKO, an AI home robot for aging adults and their families · homebotone.com

- Lead product definition and design for KOKO, which combines LLMs with vision, speech, and contextual awareness.
- Designed interaction paradigms centered on memory-driven intelligence and proactive behavior, moving human–robot interaction from command-based systems toward adaptive, autonomous agents.
- Lead product strategy and marketing for KOKO's Kickstarter launch, currently underway, bringing one of the first embodied AI home robots to consumers.
- Define and design conversational features that help KOKO notice early signs of Alzheimer's disease, in collaboration with neuropsychologist Dr. Jay Uomoto (University of Washington School of Medicine).
- Define and design the deployment and care-staff platform for a planned rollout in rural Louisiana hospitals, covering patient rounds, fall alerts, medication reminders, and physician updates.
- Presented KOKO (then named MyMemo One) at CES 2026 (Live Pitch); KOKO will be featured in an upcoming episode of *The Price Is Right*.

Co-founder & CEO – MyMemo AI, San Jose, CA 2024 – 2025

AI memory assistant and knowledge-management platform · mymemo.ai

- Defined and designed an AI knowledge agent with multimodal input and memory-based, emotionally aware dialogue; reached 35 minutes of average daily use.
- Defined and designed M-Note, a card-sized AI voice recorder that captures conversations into MyMemo.
- Grew to 200,000+ users in 50+ countries; expanded into customized enterprise assistants for legal, finance, and education clients.

AI Product Manager & Designer – AgiBot, Shanghai, China 2024

Leading humanoid robotics company · agibot.com

- Led product definition and design of the interaction system for humanoid robots; defined five key use scenarios, including companionship, education, and exhibition.
- Designed a multimodal interaction system combining speech recognition, visual emotion detection, and light feedback, and defined an AI-driven expression engine for lifelike facial behaviors.
- Defined a safety framework covering 32 key interaction risks, working with hardware and design teams.

AI Product Manager & Designer – Huawei, Shanghai, China 2020 – 2023

Global technology company; Consumer Business Group (CBG) · huawei.com

- Led product definition and design of the first HarmonyOS Intelligent Cockpit AI system (AITO series): spatial voice, multimodal interaction, and personalized voice assistants.
- Raised in-car AI satisfaction scores by 114% over smartphone assistants.

- Owned features showcased at 3 public launch events, presented on stage by the CEO of Huawei's Consumer Business Group, with 5+ minutes of keynote coverage.
- Defined and designed Huawei's first Proactive AI Service System, integrating predictive charging, user behavior modeling, and contextual recommendations.
- Ranked first in the department for individual patent contributions.

Product Design Intern – TikTok / ByteDance AI Lab, Mountain View, CA 2019 – 2020

AI research lab of ByteDance, the parent company of TikTok · bytedance.com

- Led product design for an AI-driven notification distribution system, later used for COVID-19 emergency alerts.
- Designed enterprise email, editing, and internationalization features for the Feishu/Lark collaboration platform; published a U.S. user research report on multicultural adaptation.

PATENTS, AWARDS & RECOGNITION

- **Patents:** Inventor on 16 granted AI patents (first-listed on 8; 83% commercialized) in multimodal interaction, voice biometrics, predictive modeling, and emotional AI.
- **Design awards:** Red Dot, IDEA, NY Design, and MUSE Design Gold Award.

SKILLS

Product & design: product definition, AI-native product design, human–robot interaction, multimodal and voice UX, accessibility design, user research, prototyping, safety requirements

Technical: C++, Java, mobile development (coursework); statistical analysis in R

AI-assisted development: Claude Code, OpenAI Codex

Design & prototyping tools: Figma, Sketch, Principle, Adobe After Effects, Shapr3D, AutoCAD, Unity