



## Ben Howard · 3rd



Co-founder & CTO at KinectAir - Entrepreneur | Product focused | Engineering team builder

Talks about #engineering, #teamculture, #startupfounders, #entrepreneurship, and #productmanagement  
Portland, Oregon, United States · [Contact info](#)

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### Experience



#### Co-founder & Chief Technology Officer | Product Development

KinectAir · Full-time  
Dec 2019 - Present · 2 yrs 3 mos  
Portland, Oregon Area

KinectAir is working to make flying private as easy as your favorite ride hailing app. I am currently building the product organization that will reimagine air travel in tandem with the technology organization that will implement it. My goal is to give product management a vision and the freedom to achieve it in concert with engineering iterations. [...see more](#)



#### Technology Consultant

GLG (Gerson Lehrman Group)  
Mar 2015 - Present · 7 yrs  
Portland, Oregon Area

I work with clients interested in precision agriculture, cloud compute, drones and other technology by giving them an industry perspective that can quickly help them make decisions. Many clients are investors looking for the next big thing while others are manufactures who want research next generation products.



#### Vice President Of Engineering

Resson · Full-time  
Jan 2017 - Dec 2019 · 3 yrs  
San Francisco Bay Area

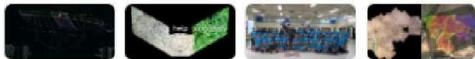
Business Impact  
-Captured new strategic investors by encouraging team to invest in IOT devices for realtime image processing



#### Co-founder & Chief Technology Officer | Head of Product

HoneyComb Corporation · Full-time  
Feb 2012 - Sep 2016 · 4 yrs 8 mos  
Portland, Oregon Area

Business Impact  
-Secured first funding by pitching UAV hardware and image processing software prototypes to investors



#### Graphics Software Engineer

Intel Corporation  
Jun 2011 - May 2013 · 2 yrs

I worked in VPG and communicated with other teams to get access to the latest CPU hardware and driver builds. I designed and implemented a benchmark application that tested different parts of the CPU and the Intel integrated GPU against an Nvidia graphics card using C and OpenCL. High load algorithms were run on different compute architectures ranging from GPU's to Xeons and all the way down to the

[See all 8 experiences](#)