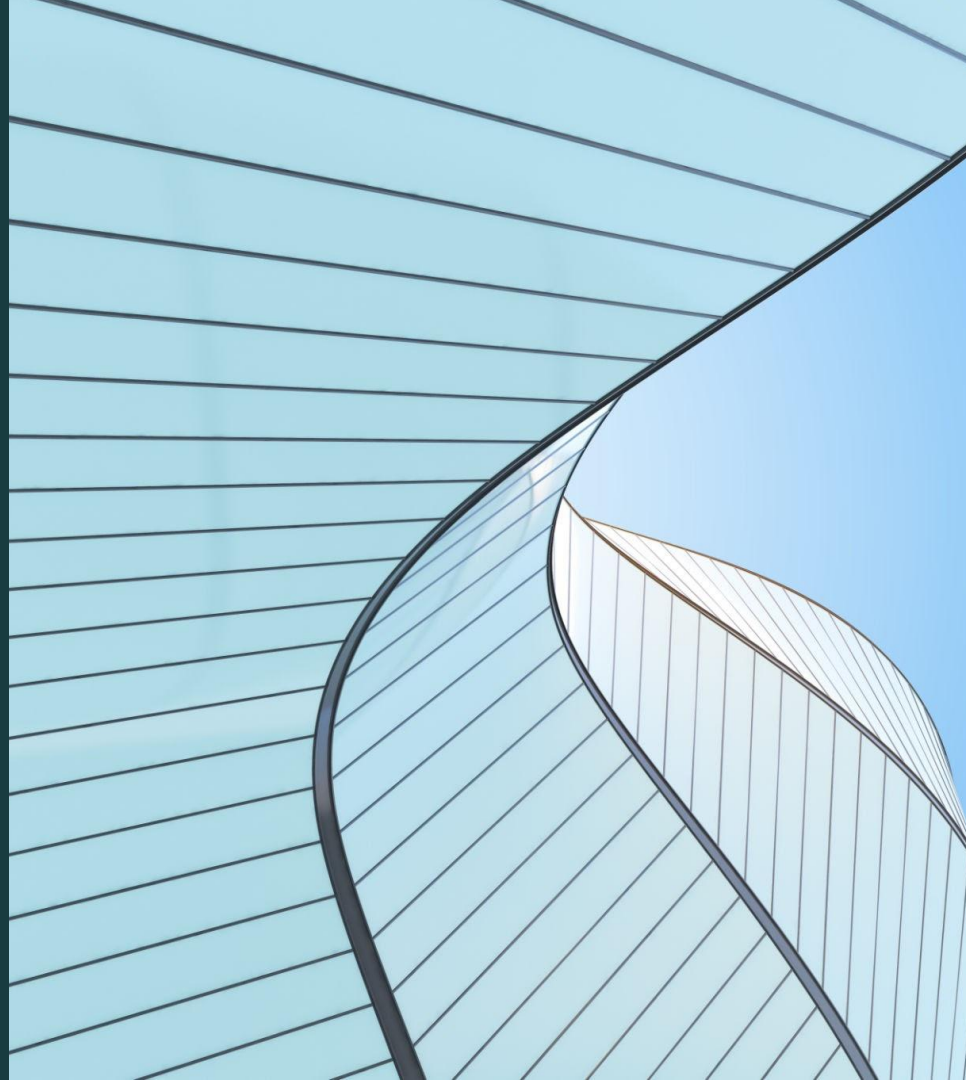




Interview Visit Meta Reality Labs

Ryan Wang

Engineer: Martin Zhang • Technician: Junce Zhang



Meta Reality Labs overview



Develop AR glasses, VR headsets, and mixed-reality devices (e.g., Meta Quest, Ray-Ban Meta smart glasses).

I interviewed the team of Ray-Ban smart glasses.

The team lead also the design & manufacturing engineer, Martin Zhang, and technician, Junce Zhang.

They have a contract manufacturing factory in China, which they cannot show during the Bay Area visit.

Ray-ban smart glasses



It consists of camera, touch sensors, speaker, Ray-Ban–designed frames, and Meta AI assistant.

This product aims to move AR toward everyday use without heavy headsets.

The base model starts at \$299.

Technical Team Lead - Martin Zhang



Experience



Staff Manufacturing Design Engineer - AI Glasses Lead

Meta · Full-time

Jul 2022 - Present · 3 yrs 5 mos

Sunnyvale, California, United States · On-site

- MDE Lead for more exciting AI and AR glasses in our roadmap
- MDE Lead for Meta Rayban Display, First full color single Display AI Glasses... more



Senior Manufacturing Process Engineer - Lead

Google · Full-time

Oct 2018 - Jul 2022 · 3 yrs 10 mos

Mountain View, California

- MPE lead for Pixel Watch Gen 1
- SDE lead for Pixel Fold Gen 1



Senior Supply Base Engineer

Apple

Jan 2012 - Oct 2018 · 6 yrs 10 mos

Cupertino, CA, USA

- iPhone 5/5s
- iPhone 5C... more



Research & Teaching Assistant

Purdue University

Jan 2008 - Dec 2011 · 4 yrs

West Lafayette, IN, USA

Ph.D. in Mechanical Engineering, Purdue University

7 years at Apple, and 4 years at google. Both worked on Mobile phones.

“When you're doing a PhD, you usually start with literature reviews, then write the abstract, the methods, and finally the results. But in big tech, it's the opposite — they want the conclusion and results first. ”

Technician - Junce Zhang



MS in EE from UCSC, and MBA from SDA Bocconi, Milan, Italy.

7 years at Apple, worked on hardware prototyping and machining.

4 years at Meta, working on supporting AR mechanical development.

Takeaways

- Both of them emphasized that real hardware problems only show up when you physically build something. Don't overthink CAD; get parts made.
- Machining limits, tolerances, surface finishing — these matter more than the “perfect model.” Good design is what technicians and factories can actually make.
- Whether it's an AR device, a phone, or a prototype part, tiny misalignments, loose tolerances, and bad finishes immediately affect quality and performance.

Thank you