Anton Fresher

Hi! I'm Anton, a product designer and engineer with 8+ years of experience

A generalist at heart, I fit right in with tight-knit early-stage teams where I'm comfortable navigating uncertainty and doing whatever it takes to build a product people love

I cut my teeth in consumer mobile and B2B SaaS but later found my curiosity in applied AI. With a math and computer science background, I'm a pretty technical person, yet what drives me most is using tech to make a positive impact

Let's make something fun together!

Education

BSc Mathematics and Computer Science 2015-2019
Ural Federal University

Graphic Design 2020-2021
Bang Bang Education

Languages

Russian Native

English C1

German A2

Contacts

tonyfresher.com
hey@tonyfresher.com
linkedin.com/in/tonyfresher

TripleTen Mar 2022 — Sep 2025

TripleTen is an AI-powered personalized learning service that takes you from gaining skills to employment. Named by Fortune as the best overall tech bootcamp in the US, it serves over 20k MAUs.

Product Designer → Product Design Manager

Led design for Dot, TripleTen's AI buddy. Started as a Discord bot and VS Code extension, later became a core part of the learning platform. Dot support led to a +34% increase in project submission, reaching 47% MAU and 200k messages monthly. Equally important, Dot's lively personality and unique tone of voice brought widespread student love and a 91% satisfaction rate. I worked on the conversational experience, entry points, multimodal input, tools, memory, and voice mode.

Built a new projects interface that lets students use tools like VS Code, JupyterLab, and Google Sheets right in the browser—now accounting for 31% of their total learning time on the platform.

Redesigned most of the platform's screens, including the homepage, program navigation, content, practice and assessments, community, payment and login flows.

Iterated on self-serve onboarding and student activation, supporting 2× YoY student growth.

Set up and maintained PostHog integration, which became the core analytics and experimentation platform for the team and was widely adopted across the org.

Shaped design strategy development and worked on clarifying design's role across teams.

Maintained TripleTen's design system and visual language.

Took on design engineering — worked on new features, analytics, polish, and papercuts, shipping 47 PRs in total.

Managed hiring for product design and related roles.

Led the design community, rituals and tools.

Yandex Practicum May 2021 — Mar 2022

Yandex Practicum is Russia's leading online education platform for digital professions.

Product Designer

Shipped improvements for the learning platform, including a new project status widget, course catalog, and interactive curriculum tools.

Created and maintained Yandex Practicum's product design system in Figma and code.

Built interactive explanations for the advanced mathematics course.

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Yandex Surveys Jun 2018 — Apr 2021

Yandex Surveys is an easy-to-use research tool. It started as a small internal startup team of 12 and over time became a major revenue driver for Yandex's ad business.

Software Engineer

Launched a new survey constructor. Led project development, collaborated on its design, and iterated after launch based on first-version feedback.

Built infrastructure for experiments that shaped UX, templates, and pricing.

Yandex Weather Jul — Oct 2017

Yandex Weather is the #1 forecast app in Russia.

iOS Developer Intern

Helped transition the app from Objective-C to Swift.

Contributed to redesign and refactoring.

Skills

Product design, UX/UI, design systems, design direction, visual and interaction design, brand identity, prototyping, user research, product strategy, design ops

HTML, CSS, TypeScript, React, Next.js, Tailwind, Node.js, Python, Swift, iOS, SQL

AI interfaces, AI agents, LLMs

Figma, Cursor, Codex, Supabase, Git, PostHog, Rive, Notion

Cross-functional collaboration, leadership, hiring, facilitation

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