

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 great product people want

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

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 A1

Contacts

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TripleTen

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 Design Manager Dec 2023 — Sep 2025

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 let students use tools like VS Code, JupyterLab, and Google Sheets right in the browser, now accounting for 31% of total learning time.

Set up and maintained PostHog integration, which became the core analytics and experimentation platform for the product team.

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

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

Managed hiring for product design and related roles.

Product Designer Mar 2022 — Nov 2023

Designed a new version of the learning platform.

Iterated on student onboarding and activation.

Supported experiments with AI support tools.

Led the design community, rituals and tools.

Maintained TripleTen's design system and visual language.

Yandex Practicum

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

Product Designer May 2021 — Mar 2022

Shipped a new project flow, course catalog, and interactive curriculum tools.

Created and maintained Yandex Practicum's product design system.

Built learning interactives for the advanced math course.

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Yandex Surveys

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 Jun 2018 — Apr 2021

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

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

Yandex Weather

Yandex Weather is the #1 forecast app in Russia.

iOS Developer Intern Jul — Oct 2017

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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