

ORKHAN MAMMADOV

SENIOR / STAFF PRODUCT DESIGNER

CREATIVE TECHNOLOGIST

AI INTERFACES & SYSTEMS

DESIGN SINCE 2008 · AI SINCE 2016

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I DESIGN INTERFACES FOR AI TOOLS: NODE EDITORS, AGENT WORKFLOWS, AND DESIGN SYSTEMS. I PROTOTYPE THEM EARLY SO COMPLEX SOFTWARE STAYS EASY TO UNDERSTAND.

EXPERIENCE

NOUS RESEARCH · PRODUCT DESIGNER (CONTRACTOR) · MAY 2026 - JUL 2026 · REMOTE, USA

- Designed **Nous Portal**, one account for Hermes Agent, Hermes Cloud, and the Inference API: usage, billing, API keys, token pricing, and a three-step deploy flow for always-on agents on the web and Telegram.
- Created the **Nous design system** from scratch, unifying four products into one visual language across web, desktop, mobile, and terminal.
- Built an internal visual and video generator tool for the brand and marketing team.

COMFYUI · SENIOR PRODUCT DESIGNER (CONTRACTOR) · NOV 2025 - JAN 2026 · SAN FRANCISCO, ON-SITE

- Helped design **Linear Mode**, where people run a workflow from a chat or a simple panel of inputs without opening the node graph.
- Helped design **Workspace**, one place for projects, canvases, workflows, models, and assets.
- Built the team a **vibe-prototyping infrastructure**: a replica of the ComfyUI frontend with rules for Claude Code and Cursor, so features prototyped with AI could be ported into the production app.

GENIE · FOUNDER & LEAD PRODUCT DESIGNER · 2024 - PRESENT · SAN FRANCISCO / NEW YORK

- Founded Genie and led product and design for two years on a collaborative web node canvas for image, video, audio, and 3D generation.
- Reorganized the node editor around what artists want to do (Create by media type, Edit by action) instead of model internals, with one-click community workflows and an AI agent that builds workflows from a prompt.
- Built the **Genie design system** linking Figma components to shipped React components via **Code Connect** and **Figma MCP**, paired with agent-readable component docs and Storybook accessibility checks.
- Pivoted Genie into an **applied AI studio** that builds custom pipelines in ComfyUI, TouchDesigner, and Houdini.

INDEPENDENT · PRODUCT DESIGNER (FREELANCE) · 2008 - PRESENT

Product and web design for clients and own projects, alongside full-time roles; most recently Torque and Under the GAN.

INDEPENDENT · NEW MEDIA ARTIST (PART-TIME) · 2016 - PRESENT

Generative AI art: installations, AI textiles, and on-chain collections, shown at the Venice Biennale and Art Basel Miami.

ART IN SPACE GALLERY · ART DIRECTOR · 2022 - 2024 · DUBAI

Art direction for the gallery and its NFT marketplace; designed and launched ArtInSpace.art.

APRILUV · PRODUCT & DESIGN LEAD · 2018 - 2020 · BAKU

Led enterprise product design for government & defense; grew team from 5 to 20+ across product, research & engineering.

LUNCHMEAT · CREATIVE TECHNOLOGIST & DESIGNER · 2015 - 2018 · PRAGUE

Designed touchscreen products, AR/VR experiences, and installations for Nike, Adidas, Microsoft, Škoda, and Preciosa.

LEO BURNETT · ART DIRECTOR · 2013 - 2015 · BAKU

Led a five-person design team producing digital products and brand systems; promoted from Senior Designer in 18 months.

STUDIO RECODE · ART DIRECTOR · 2012 - 2014 · ISTANBUL

Designed brand books, design systems, and responsive websites for client products and campaigns.

MCCANN · GRAPHIC & WEB DESIGNER · 2010 - 2012 · BAKU

Designed logos, landing pages, websites, and print for clients including Coca-Cola and P&G.

SKILLS

Product & AI: 0-to-1 Product Design · Interaction Design · Prototyping · User Research & Usability Testing · Node & Canvas Editors · Agent Workflows · Human-in-the-Loop · Design Systems · Information Architecture · Accessibility (WCAG)

Tools & Code: Figma · Figma Variables · Code Connect & MCP · Storybook · React & TypeScript · shadcn / Radix · Three.js & WebGL · Claude Code & Cursor · TouchDesigner · ComfyUI

AWARDS & EXHIBITIONS

Venice Biennale, Azerbaijan Pavilion (2019 and 2026) · **OpenAI**, licensed artwork from the Visions series · **Art Basel Miami** · **Museum of the Future** · **AI Design Awards**, Silver (2025) and 1st Place in Motion (2024) · **B3 BEN Award**, Best AI Art

EDUCATION

Coursework: Entrepreneurship in Innovation (**Global School for Entrepreneurship**), Fine Arts & Experimental Media (**Prague College**), Visual Communication Design (**Istanbul Bilgi University**), and Computer Science (**Khazar University**)