

Neesh Chaudhary

I'm a product designer who has spent recent years working across AI hardware, developer tools, and brand-driven products. As the first product designer at a multibillion-dollar AI-hardware company, I built the design systems behind its software experiences and its digital brand system, shipped flagship software, and grew purchase conversion 152% on its most recent hardware launch.

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Portfolio: <https://neesh.cc/> • Independent Studio: <https://www.topiary.supply/> • LinkedIn: www.linkedin.com/in/neeshchaudhary

Staff Experience Designer | Tenstorrent

Remote • Jul 2025 - Present

- **Designed and shipped TT-Studio, a desktop app for deploying and running AI models on Tenstorrent hardware** - Cut time-to-first-model from 12 to 24 hours to 20 to 60 minutes. I found the internal demo, prototyped it in Cursor to win leadership buy-in, and it shipped as QuietBox 2's flagship software layer. Partnered alongside systems engineers during product development.
- **Designed the in-product playground where users ran and tested deployed models** - Chat, voice, and other model experiences, so a developer could confirm a model was working without leaving the app.
- **Identified the need for an organization-wide design system and built Vesper** - the system behind TT-Studio and the company's developer tooling, with tokens named by implementation state so engineers and AI coding agents could build coherent, on-brand interfaces without a designer in the room.
- **Designed the company's 30-page marketing website and its design system** - the site's e-commerce redesign grew view-to-purchase conversion +152.6% (29 days post vs. prior).

Founder & Principal | Topiary (TaCL)

Remote • Mar 2022 - Present

- **Expanded a brand system and built custom tooling for Fuser, a creative AI tooling company** - Turned a thin agency identity into a scalable design library, built custom software to produce on-brand assets, and delivered markdown structure for AI agents to inherit
- **Designed a trust and proactivity experience for Truffle, an always-on AI hardware device running a 24/7 local model** - made its background work visible and legible, surfaced proactive features that were otherwise invisible, and gave users a clear way to read and respond to what the device surfaces on its own.

Head of Design | Scene Infrastructure Company

New York, NY • Nov 2023 - Apr 2025

- **Built product and brand 0→1 for an a16z-backed social software company; partnered directly with the CEO.**
- **Shipped Mesh, a social event-ticketing product** - designed a consumer iOS app and a web dashboard organizers used to run events.
- **Designed a checkout that converted 55% better than typical event-ticketing platforms** - one seamless flow for both card and crypto payments, built on blockchain payment rails with no wallet required.

Founding Product Designer | Plannet

Remote • Jun 2019 - Aug 2021

- **Owned product end-to-end as the founding designer on professional-grade travel-planning software** - from research and wireframing through implementation with engineering.

Partner, Head of Design | Room 9 – New York, NY • Dec 2020 - Nov 2023

- Web design, creative direction and film production for CPG brands

Product Design Consultant | CapTech Ventures – Richmond, VA • Jan 2019 - Jan 2020

- Brand, web, and mobile solutions for Fortune 500 companies

Product Designer | Antonym – Remote • Nov 2018 - Nov 2019

- Web and interactive products for blockchain and emerging-tech startups

Practice Brand-into-product, Design systems, technical translation, 0→1 product design, developer-facing product design, onboarding & console UX, interaction design & high-fidelity UI, functional prototyping in code, fast iteration with engineering.

Creative Photography (Google fellowship recipient), Filmmaking, AI Filmmaking, Video/Audio Editing, Motion Graphics

Tools Figma, Cursor, Codex, Claude Code, Webflow, p5.js, TouchDesigner, Blender, Adobe Creative Suite.

Education

Rocky Mountain College of Art and Design | *Bachelor of Fine Arts, Communication Design*

Lakeside, CO • 2017