

Ashutosh Kole

Product Designer | AI & Complex Systems

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WORK EXPERIENCE

User Experience Designer Oct 2024 to Sept 2026
Google X, The Moonshot Factory (through Synergis)

- Led 0-1 product design across 8 frontier incubations, transforming ambiguous concepts into scalable MVPs and spinouts.
- Designed AI platforms, simulations, and data visualizations across energy, IoT, and industrial domains.
- Pioneered AI-native prototyping with Google AI Studio and LLMs, delivering code-ready UI to speed delivery.
- Architected an Agentic Design System for AI platforms, defining reusable UI patterns for agent workflows.

User Experience Designer (short contract) Apr 2024 to July 2024
Hewlett Packard Inc. (through KForce)

- Released AI Companion landing and Offers pages with engineering-ready mocks and Jira handoffs.

User Experience Designer Dec 2019 to Dec 2023
Google (through Virtusa)

- Led UX for Google's ML platform, advancing GenAI/LLM workflows and 24% user satisfaction growth.
- Designed Vertex AI Labeling UI, reducing model-training code by 80% and improving MLOps efficiency.
- Partnered with PM and engineering to validate workflows through user research, rapid prototypes, and specs.

Principal UX Designer Feb 2018 to Nov 2019
Hewlett Packard Enterprise (HPE) Labs

- Principal UX designer for ML, data visualization, and analytics products, leading strategy, research, usability testing, and stakeholder collaboration.
- Applied systems-level UX to complex edge-tech products, translating technical concepts into intuitive workflows.

UX Designer Apr 2017 to Jan 2018
Micro Focus (formerly **Hewlett Packard Enterprise**)

- Delivered end-to-end information architecture, wireframes, and marketplace UX for enterprise rebrand.

UX Designer Aug 2016 to Apr 2017
Duro Labs

- Research, personas, storyboarding, usability inputs, and PLM product UX.

PROFILE

Over 10 years in Product Design, excelling in web apps, data viz, Machine Learning, Gen AI, and LLM. Skilled in crafting research-driven, user-centric designs. Proven ability to turn concepts into impactful experiences. Ready to innovate in new environments.

PAST CAREER: R&D

Member of Research Staff
(Xerox) Palo Alto Research Center
2006 - 2014

Key chapter in a decade-long career in tech R&D, yielding multiple issued patents and peer-reviewed publications.

EDUCATION

User Experience Design program
General Assembly, San Francisco
2015 - 2016

Master in Mechanical Engineering
The University of Texas at Arlington
2002 - 2005

SKILLS

0-1 AI Product Incubation, Agentic UX & Multi-Agent Workflows, Generative UI, Human-in-the-Loop Design, Data Viz & MLOps Platforms, Design Systems, Rapid Interactive Prototyping.

TOOLS

Pen & Paper, Figma, Figma Make, Gemini, NotebookLM, Antigravity, Google AI Studio, Stitch, Jira, Linear, Sketch, Adobe XD.