

ORKHAN MAMMADOV

PRODUCT DESIGNER · AI TOOLS · CREATIVE SOFTWARE · REMOTE

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BIOGRAPHY

I'm Orkhan Mammadov, a product designer based in New York, with 20 years of experience across digital products, creative software, and interactive experiences.

I started in 2008, designing and building for the web. My career grew through agencies and studios into art direction and product design, working on digital experiences for brands including Nike, Adidas, and Microsoft. More recently, I've led product design at ComfyUI and Nous Research, and founded Genie, an AI creative studio for artists.

Much of my work today focuses on how people create with and direct AI—from node-based editors to agent workflows. I bring together product thinking, interaction design, and hands-on prototyping to turn complex technical capabilities into tools people can understand and use.

Alongside product design, I'm a practicing new media artist working with AI, generative systems, and immersive installations. Using these technologies in my own creative practice means the challenges I design for are often ones I've encountered firsthand.

DESIGNER STATEMENT

I believe creative tools should expand what people can do without deciding what they should make.

My goal is to make complex software understandable without stripping away its depth. A tool should offer a clear starting point, support different ways of working, and give people more control as their needs grow. Simplicity should come from thoughtful structure—not from removing possibilities.

With AI, I care about the relationship between intention and outcome: how someone communicates an idea, understands what the system is doing, and shapes the result. The interface should support that whole process, including experimentation, mistakes, and revision.

I work across product direction, interaction design, visual systems, and implementation. Code is part of my design process: I build working prototypes to test behavior, challenge assumptions, and explore what a static mockup cannot show. I stay involved through development because the design is ultimately what people use, not what appears in the presentation.

EXPERIENCE

FOUNDER & CHIEF INSPIRATION OFFICER

2024 – PRESENT

GENIE / SAN FRANCISCO BAY AREA

Genie is a next-generation creative platform built for artists, designers, and creators who want full control over their visual workflows. Powered by an intuitive node-based canvas, Genie integrates cutting-edge models for image, video, sound, and 3D into one seamless environment.

PRODUCT DESIGNER

2025 – 2026

NOUS RESEARCH / REMOTE, USA

Designed the user experience for Hermes Agent, an open-source AI agent platform, and Nous Portal. Defined core interaction patterns for multi-step agent workflows across web, desktop, mobile and terminal.

- Agent interaction patterns: task assignment, tool-use approval, human-in-the-loop checkpoints, reasoning visualisation
- Built the Nous design system from scratch: one source of truth across four platforms
- 1M+ users; design system enabled 3x faster feature shipping

PRODUCT DESIGNER

2025 – 2026

COMFYUI / SAN FRANCISCO, CA

Led design for AI prototyping tools at the largest open-source generative AI platform. Owned the consumer-facing node editor experience and enterprise API interfaces.

- Onboarding, workflow discovery and the node editor for a 10M+ user base
- Owned the design system; established the Figma-to-React handoff on Shadcn/Radix
- Reduced component inconsistencies by ~60% across product surfaces

LEAD CREATIVE

2018 – 2020

APRILUV / BAKU, AZERBAIJAN

Led design for enterprise software in government and defence sectors. Managed a team of 20+ across product design, UX research and engineering.

- Shipped secure web and mobile applications with role-based access and audit logging
- Data-heavy dashboards translating policy workflows into usable software
- Grew the team from 5 to 20+

ART DIRECTOR

2015 – 2018

LUNCHMEAT / PRAGUE, CZECHIA

Designed interfaces for interactive touch screens. Created AR & VR experiences. Created concepts, presentations and interactive solutions for clients including: Nike, Adidas, Microsoft, Skoda, Preciosa etc.

ART DIRECTOR

2013 – 2015

LEO BURNETT / BAKU, AZERBAIJAN

Created brandbooks & design systems for government organizations. Clients include: Ministry of Defence, Ministry of Culture, Ministry of Economics

ART DIRECTOR

2012 – 2014

STUDIO RECODE / ISTANBUL, TÜRKIYE

Designed brand-books & design systems. Created Visual Communication Design materials for clients. Designed responsive websites for clients' products & campaigns.

GRAPHIC WEB DESIGNER

2008 – 2012

MCCANN BAKU / BAKU, AZERBAIJAN

Designed logos, marketing landing pages, websites, OOH & POS print materials etc. Clients: CocaCola, P&G etc.

EDUCATION

ENTREPRENEURSHIP IN INNOVATION

2020 – 2021

GLOBAL SCHOOL FOR ENTREPRENEURSHIP / AMSTERDAM, NETHERLANDS

BACHELOR OF FINE ARTS - BFA, ARTS, ENTERTAINMENT, AND MEDIA MANAGEMENT

2014 – 2015

PRAGUE COLLEGE / PRAGUE, CZECHIA

BACHELOR'S DEGREE, DESIGN AND VISUAL COMMUNICATIONS, GENERAL

2012 – 2013

ISTANBUL BILGI UNIVERSITY / ISTANBUL, TÜRKIYE

BA, COMPUTER SCIENCE

2008 – 2010

KHAZAR UNIVERSITY / BAKU, AZERBAIJAN

SKILLS

Design Systems · Product Design · Design Engineering · Creative Technology · Creative Software & Tool Building · Creative & Art Direction · Interactive Installations · Immersive Experiences