

AMEET MEHTA

AI Product Leader · Technical Builder · Music Technologist

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AI product and design leader with 20+ years spanning software development, UX engineering, product design, team leadership, and music technology. Founding designer at Moveworks, acquired by ServiceNow for \$2.85B, and currently a Principal Product Design Manager at Microsoft working at the intersection of generative AI, agents, and complex software systems. Earlier roles include Director of Engineering Services at Fluid and hands-on UX development at Topspin Media. Active electronic musician and producer with deep experience building products for artists, fans, and creative communities.

AI & AGENTIC SYSTEMS · TECHNICAL PRODUCT LEADERSHIP · MUSIC & CREATOR PRODUCTS · CROSS-FUNCTIONAL ENGINEERING · 0-TO-1 AND SCALE · PROTOTYPING & SYSTEMS THINKING

EXPERIENCE

MICROSOFT

2023-PRESENT

Principal Product Design Manager, Security Platform

2025-Present

- Lead a multidisciplinary UX team shaping the platform layer for Microsoft's AI-powered security products, setting direction across data, automation, AI agents, and human oversight.
- Partner closely with product, engineering, and research leaders on agent-assisted workflows, composable interfaces, adaptive workspaces, and platform capabilities for complex expert systems.
- Drive technically grounded prototypes and end-to-end scenarios that connect generative AI, tools, data, and human-in-the-loop controls, helping teams align before implementation.
- Translate ambiguous platform and AI capabilities into coherent product direction while coaching designers and raising the bar for systems thinking, craft, and technical collaboration.

Senior Product Designer, DAISEC / Security AI

2023-2025

- Envisioned next-generation cybersecurity tools using generative AI, LLMs, and agents, translating emerging research into product concepts, interactive prototypes, and executive narratives.
- Partnered with Microsoft AI Research, engineering, and product teams to explore natural-language interaction, agent collaboration, explainability, and adaptive interfaces for complex expert work.
- Made future AI scenarios tangible, testable, and technically credible, influencing long-range product direction across research and product teams.

MOVEWORKS

Acquired by ServiceNow for \$2.85B

2017-2022

Founding Principal Product Designer / Product Design Lead

2017-2022

- First design hire at an enterprise AI pioneer; helped grow the company from 6 to 650 employees and built the product design foundation from pre-product through global scale.
- Shaped the NLU-powered conversational AI platform and core assistant experiences, working closely with engineering and data science to turn emerging AI capabilities into reliable user workflows.
- Led Employee Communications from 0 to 100+ enterprise customers, more than \$7M ARR, and a 65% attach rate.
- Established conversational UX standards and a universal chat design system; led new products through research, prototyping, product definition, launch, and iteration.
- Worked across R&D, engineering, data science, customer success, sales, and marketing to translate complex systems into simple, trusted experiences for Fortune 500 and Global 2000 customers.

MUSIC, MEDIA & PRODUCT LEADERSHIP

XLR8R MEDIA

Head of Product & Design

2015-2017

- Led product, design, engineering, and growth for an influential electronic music publication and community reaching approximately 900K monthly visitors.
- Rebuilt the digital platform and introduced self-serve events and ticketing, contributing to 15% annual revenue growth.
- Owned product direction across editorial, community, events, and commerce, creating a connected experience for artists and fans.

EARLIER TECHNICAL & MUSIC PRODUCT LEADERSHIP

CHNL

Co-Founder, Head of Product & Design

2011-2015

- Co-founded CHNL and led product vision, experience design, brand, and early product development for a mobile media concept.
- Developed product strategy and prototypes while building the team, partnerships, and narrative needed to test and advance the concept.

TOPSPIN MEDIA

Senior UX Designer / Developer

2008-2011

- Designed and built direct-to-fan tools enabling artists and labels to sell music, merchandise, tickets, and fan experiences.
- Created embeddable commerce and content experiences for artist sites, combining product design, front-end engineering, and music-industry needs.

FLUID

Director of Engineering Services / Senior UX Developer

2005-2008

- Led UX engineering and delivery for major digital commerce brands, managing multidisciplinary work across design, technology, and client leadership.

RED RICKSHAW

Founder / Product & Design Consultant

2002-2017

- Built digital products and brand experiences for startups and cultural organizations, bridging product strategy, experience design, and front-end development.

CREATIVE PRACTICE

PART TIME CHILLER + SADUBAS

Electronic Music Producer, Performer & Creative Technologist

Ongoing

- Produce and perform original electronic music combining beat-making, South Asian instrumentation, sampling, and visual storytelling.
- Co-founded Sadubas and performed at the Academy Museum, LACMA, Hammer Museum, Bowers Museum, and Wende Museum.
- Build interactive music experiences and generative visual experiments using creative coding, web technology, AI tools, and live audiovisual systems.

parttimechiller.com · sadubas.com

EDUCATION & TECHNICAL FLUENCY

University of North Carolina at Chapel Hill

B.S., Mathematics & Computer Science

Hands-on

React / Next.js, Python, front-end development,
generative AI prototyping, Figma, Ableton Live

Additional training: DeepLearning.AI, Prompt Engineering for Developers; LangChain for LLM Application Development · Reforge Growth Series