Chetan Ankola

Principal Product Manager, AI | 0→1 builder

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I led product for Yahoo Mail's Inbox & Organize team, including the main message list, its redesign, inbox controls and Top of Inbox cards. I founded MobX and later led X Team to prototype new products quickly and test them with users.

19%
Catch Up adoption among iOS weekly active users in 2025.

4 days
Time to build Echo's front end, back end and GCP deployment solo.

$2M
Ad sales supported by Yahoo Mail AR.

Four US patents
Co-inventor: AI inbox summaries (2026), AR interfaces (2020–2022).

EXPERIENCE

Yahoo | Product Management and Engineering

June 2012–present · Mountain View, CA

Principal Product Manager, Yahoo Mail · 2022–present

Earlier at Yahoo: iOS Engineer, Yahoo Mail, 2016–2021, leading product and engineering for AR ads from 2017 · Front-end Engineer, Yahoo Search (JavaScript, Node.js, React), 2012–2016.

Internal AI products

- Built DROP, an internal publishing platform with drag-and-drop deployment, a real-time database, collaboration, access controls and a Claude CLI workflow. Employees had created 300+ DROPs by November 2026.
- Built OCEAN to turn questions about Yahoo Mail plans into answers with inspectable sources. Available on the web and in Slack and coding tools, it handled 291 question submissions from July through September 2026 after excluding known creator and test activity.
- Built CUSS, a customer insight agent for Yahoo's hundreds of product managers. Each day it brings together customer feedback so PMs can ask which problems recur and read the reviews behind each answer. Its September 24, 2026 snapshot covered 370,413 records from five sources.
- Solo-built Echo, an in-house UserVoice replacement, in four days. Owned the frontend, backend and GCP deployment for a service designed to replace a six-figure vendor contract.

Consumer products for Yahoo Mail

- Catch Up. Led the iOS and Android launch of swipe-based inbox triage with AI message previews. In 2025, adoption reached 19% of iOS and 16% of Android weekly active users. Experiments measured revenue-per-user lifts of 1.6% and 2.1%, respectively.
- Led the team that built Mail's first native Calendar on iOS and Android, connecting Gmail Calendar and extracting events from email with an LLM. Led Revisit, which evolved into Planner for events and to-dos.
- Led the first version of Spaces on iOS, which groups related mail, and prototyped a conversational assistant for Mail Home.
- Led the Mail 7 redesign, introducing pill-bar navigation, and brought Schedule Send to iOS and Android. Organized an accessibility sprint that resolved 31 of 37 reported issues in a week.

EXPERIENCE, CONTINUED

AR advertising and search engineering

- Built Yahoo Mail AR experiences and tools that let creative teams author ads. The work supported $2M in AR ad sales across advertisers including Home Depot, Macy's, Pottery Barn and HP.

Co-inventor of four US patents: US 12,783,570, granted in 2026, for AI-generated email summaries shown in the inbox, and three for AR interfaces, granted 2020 to 2022, starting with US 10,679,414 B2. Contributed to RYOT / Yahoo Mail AR, which received the Advanced Imaging Society's 2018 Lumiere Technology Award.

- Owned Yahoo's Search Assist front-end library, including autocomplete. Led the mobile search rewrite in Node.js and React.

Nokia Siemens Networks | R&D Engineer

2008–2010 · Bangalore, India

Built simulation, automated tests and performance tools for LTE, W-CDMA and WiMAX in C/C++ and Python.

INDEPENDENT PRODUCTS

- DexRelay. Shipped an iPhone app that pairs with a Mac and lets developers switch between Claude Code and Codex projects, approve work and run builds from their phone.
- 3DITIONS. Built a storefront and player for interactive Three.js worlds. My tracker recorded 4.41M post views across 80 posts on X, Threads and Reddit as of November 12, 2026. Creator stats
- Created Foldline, a music-driven driving game for the ElevenLabs Chroma Awards campaign, and a Hydra and diver experience for a separate Tripo AI partnership.
- Built Pixel Palms, a subscription product for looping visuals, and grew its TikTok audience to approximately 60K.

SKILLS

AI products and product management	Agents, retrieval, evaluation, human review, experiments, accessibility and mobile launches.
Engineering	Swift, SwiftUI, React, Node.js, Python, SQL, GCP, Cloudflare, WebSockets, Three.js and Blender. I use Claude Code and Codex to build and test products.

EDUCATION

M.S., Computer Science | University of Southern California, 2012

B.E., Information Science | PES Institute of Technology, Bangalore, 2008

HOW I BUILD

01 Build
Ship the smallest version that works.

02 Feel
Use it myself and notice where I get stuck.

03 Test
Put it in front of real users with real data.

04 Steer
Choose the next change from what I learn.