CHETAN ANKOLA

Principal Product Manager & Independent Creative Technologist

San Francisco Bay Area, CA

cankolabuilds.com · linkedin.com/in/chetanankola · X @chetanankola · GitHub private (on request)

4.5M+ observed views (Threads 1.8M, X 1.5M, Reddit 1.2M) · **Featured by OpenAI, ChatGPT and Three.js** · **Paid: ElevenLabs, Tripo AI**

SUMMARY

Creative: Directs and builds playable 3D worlds and games with generative AI, owning visual style, shaders, camera, sound, and music.

Product: Shipped two App Store apps; at Yahoo since 2012, from front-end and iOS engineering to Principal PM.

GAMES, INTERACTIVE 3D & GENAI WORK

3D WORLDS & INTERACTIVE EXPERIENCES

3DITIONS · roughly 80 playable worlds: Storefront of editable Three.js worlds sold as source kits. Moonlit Swamp · 521K views was featured by OpenAI and ChatGPT; Cozy Creek · 728K views was shared by @threejs and OpenAI Developers.

Foldline Tales · Arctic Waters · 267K views × Tripo AI: Foldline Tales: children's 3D pop-up storybook on the App Store. Arctic Waters: playable Hydra-and-diver scene for a paid Tripo AI collaboration. Packaged about 30 reusable Claude Code and Codex skills.

GAMES

Foldline × ElevenLabs · 196K views: Driving-and-music game (15 chapters, 15 vehicles), an invited paid collaboration with ElevenLabs for the Chroma Awards campaign using its generative music and voice.

Ironwood Reclamation · Thunder Passage · 108K views · Azgard: Ironwood: Three.js mech-combat game with salvage, upgrades, and a walker that folds into a vehicle. Thunder Passage: storm-sea boat run rebuilt in Unreal Engine 5.9 for the browser; a Threads Gem pick. Azgard: open-world ronin action concept.

EXPERIENCE

Yahoo · Mountain View, CA — **June 2012–Present**

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

- **Mobile product leadership:** Led Mail's Inbox & Organize mobile team as the iOS app reached 20M daily active users in 2024 (4.7 stars, 4.9M ratings). Led launches of **Catch Up**, swipe-based inbox triage with AI previews (~19% iOS WAU in 2025), and Mail's first **native mobile Calendar** (~10% Mail WAU) with LLM-based event extraction.
- **GenAI enablement (2023–2026):** Seeded Yahoo's GenAI and Claude Code communities via live demos, then solo-built end to end:
  - **DROP:** internal AI micro-app platform on Google Cloud; 300+ apps created by colleagues.
  - **CUSS:** AI agent over 370,000+ customer-feedback records, tested on a 29-case golden eval set.
  - **OCEAN:** Mail insight agent giving leadership a daily view across 27 squads, with a 15-workflow eval framework.
  - **Echo:** feedback and roadmap tracker, built in four days to replace UserVoice (six-figure contract).
- **0-to-1 products and AR tools:** Led pods that shipped Digest and Spaces in about 14 weeks. As iOS engineer leading AR product and engineering (2017–2021), built AR ad authoring tools supporting $2M in AR ad sales.

Nokia Siemens Networks · R&D Engineer, Wireless Systems · Bangalore, India — **July 2008–July 2010**

APPS & TOOLING

DexRelay · Polly · Pixel Palms: Phone remote for Codex and Claude Code and a retro camera, both on the App Store; looping audiovisual worlds (approximately 60K TikTok followers).

RECOGNITION & EDUCATION

- **Co-inventor, four US patents:** 12,783,570 (2026, AI inbox summaries) and three for AR interfaces (2020–2022).
- **2018 Lumiere Technology Award, Advanced Imaging Society:** Recognized for RYOT / Yahoo Mail AR.
- **Education:** M.S., Computer Science, USC, 2010–2012 · B.E., Information Science, PES Institute of Technology, 2008

SKILLS

Tools: Claude Code, Codex, Midjourney, ElevenLabs, Tripo AI, Three.js, Blender, Unreal Engine, Godot, Swift, TypeScript, Python.