

FEYI AGBAJE

+1 647 785 4184 | feyisola.agbaje@iese.net | linkedin.com/in/feyiagbaje | feyiagbaje.com

Systems Design Engineer and IESE MBA with 9+ years across enterprise SaaS, programming environments, product strategy, and customer discovery. Translate complex workflows and emerging AI capabilities into product requirements, evaluation systems, and adoptable products. Hands-on experience with LLM evaluation, agent orchestration, RAG, and product analytics. Brings product definition for developer-facing tools at Autodesk, AI evaluation research at IESE, and 0-to-1 product ownership.

EXPERIENCE

Dear Barry Games | *Co-Founder*

2026–Present

- Launched [Versa](#), a live daily word game, owning product development across content operations, AI-assisted workflows, evaluation, player analytics, and iteration
- Built a seven-stage content quality system spanning generation, deterministic quality gates, cross-model evaluation, human review, conflict resolution, curation, publication, and measurement
- Built [Versa Review](#), used to evaluate 1,408 candidates to produce 90 final selections, analyzing model and human decisions to identify quality failures that high model scores did not reliably detect
- Instrumented the player journey in PostHog, tracking game views, starts, guesses, clue and hint use, completion, sharing, and repeat play to connect pre-release quality signals with live player behavior

IESE Business School | *AI Research Intern*

Jun–Aug 2025

- Synthesized evaluation patterns across 1,000+ documented AI evaluations from OpenAI, Anthropic, Google DeepMind, and Meta, identifying how leading labs differ in measuring capability, safety, and real-world readiness
- Built [Inside the Frontier](#), a grounded RAG research pipeline over a 2,000+ file corpus, designing chunking, retrieval, and source-traceability workflows to support reliable cross-lab analysis
- Used multiple AI agents for research, extraction, synthesis, analysis, and software development, with human review for unsupported or high-impact conclusions

Autodesk | *Product Operations Manager, User Research*

Oct 2021–Nov 2023

- Delivered an Autodesk–Microsoft AI research program exploring natural-language workflows in Maya; combined 14 interviews, five diary studies, and two co-design workshops to develop 20+ concepts, narrow to five opportunity areas, and recommend one product direction
- Led discovery for [Flow Generative Scheduling](#), an AI-assisted enterprise resource-scheduling product, mapping workforce dependencies and translating complex operating workflows into product requirements
- Doubled the customer research panel and reduced recruitment from months to under two weeks through standardized workflows, reusable systems, and automation; designed the Teach to Fish enablement program to help product teams conduct research independently

Autodesk | *Senior Experience Designer – Product Strategy & Discovery*

Aug 2017–Oct 2021

- Owned end-to-end product definition for [Bifrost](#) Presets — reusable components in Autodesk's visual programming environment for technical artists who otherwise write Python — establishing the mental model, scope, epics, user stories, and acceptance criteria; validated with five beta users
- Evaluated Bifrost migration and deprecation risk by mapping 20+ equivalent production workflows across legacy tools and Bifrost's visual programming model, helping stakeholders assess whether established studio workflows could be safely replaced
- Proposed visual representations for node-graph diffs and changes, designing how technical users could see what changed in a visual program, trace downstream effects, and assess whether modifications were safe
- Owned product definition for Maya Cached Playback — identified that customer feedback represented only ~20% of users, ran a 12-person studio study to broaden input, designed the UI and access points, partnered with Content Design on accessible terminology and status messaging, wrote user stories, and negotiated release scope with developers and Product Owners; shipped as Maya 2019's main feature with 30% adoption increase

Readyportal | *Front End Developer & UX Designer*

Feb 2015–Jul 2017

- Designed and developed B2B SaaS products using JavaScript, HTML, CSS/Sass, and enterprise CMS tools; built a responsive component library used across customer implementations
- Partnered with Marketing to redesign the company website, increasing inbound leads by more than 200%

EDUCATION

IESE Business School | MBA —Tech, Big Data & Analytics; Entrepreneurship & Innovation
Forte Fellowship (40% tuition) | International Exchange: CEIBS Shanghai | GRE: 168V, 165Q

2024–2026

University of Waterloo | B.A.Sc. Systems Design Engineering (Honours), Management Sciences Option

2009–2014

CERTIFICATIONS

Azure AI Apps and Agents Developer Associate, Azure AI Fundamentals, Certified Scrum Product Owner (CSPO)

TECHNICAL SKILLS

Python, JavaScript, SQL, FastAPI, REST APIs, Git/GitHub, LLM APIs, PostHog, Power BI, Tableau, Linear, Dovetail, Jira, Notion, Figma, Airtable