

Ramine Darabiha

FOUNDER · PRODUCT & R&D LEADER

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I build AI-native products and lead teams working with emerging technology. My work spans a cloud OS launched in 2008, programmable email agents, consumer games at billion-download scale, and today's agentic archives and creative tools.

Independent product development at Own practice

San Francisco · Paris 2026 - present

Designing, building and operating AI-native products with coding agents. I set the product direction, build the interaction and technical systems, and decide what the evidence supports releasing.

- PartyParty: turn a Mac into a shared listening room. Native audio capture and low-latency HLS to guests' iPhones. Public beta; mixed direct/relay listeners still have a measured timing gap.
 - Darabiha: turn multilingual family records into an archive people can review and correct. An agentic archivist, deterministic reconciliation and audited proposals. Live and private, with a public synthetic TreeTree sample.
 - Retro Porting Toolkit: help people find and contribute native game ports. I built the catalogue, search and agent-operable editorial system; community contributors own the compilers and ports. Live.
 - Chiptunes: compose through a browser or an agent, then export the same score as a playable Game Boy ROM. Register-level sound emulation and deterministic compilation; verified in an emulator, not yet on physical hardware. Live.
 - ramine.net: one typed content graph, two prerendered publications, and reviewable publishing through an editor or agents. Live.
 - Spatial Gallery: explore this portfolio in a browser or an immersive WebXR gallery. One scene with pointer and headset interaction paths. Live.
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Founder, CEO at Page.app

San Francisco 2025 - early 2026

Prototyped an AI store manager that turned seller intent and content into transaction-ready businesses: catalog, publishing, checkout, shipping, and seller workflows assembled and operated as one system, before agents were a standard product category.

The thesis: treat AI as the operational layer of a business, not a website-generation feature, anticipating the shift from generative site tools to agents that assemble and operate commercial systems.

Founder at DNS.xyz

San Francisco 2021 - 2024

Built open-web media and creator infrastructure on Tezos, focused on making user-owned media, identity, social publishing, and monetization feel like normal consumer software¹.

Work included:

- Direct-to-fan music platform where artists could publish, build community, and sell directly to fans²
- DID-based profile pages for media, links, and social identity
- Social-login non-custodial wallets with account abstraction, human-readable identities, and gas-free actions³
- Custom low-cost social publishing infrastructure
- Embeddable media player for music and video
- Publishing tools for batch creator releases⁴
- On-demand monetization for creator-owned media
- Recognized in independent research from Messari and in the Tezos Foundation's official updates⁵

Founder at MailScript Inc.

San Francisco 2020 - 2021

Made email programmable: composable rules, scripts, API calls, and actions that act safely on the inbox. An agent product before agents were the pitch⁶.

Product Manager, then Head of Republic Crypto at Republic

San Francisco 2018

Joined as product manager on Republic Note, the platform's profit-sharing digital asset: token economy and product design for rewarding active marketplace users, plus marketplace identity.

Promoted to Head of Republic Crypto.

Lead Product Manager at Storm8

San Francisco Sept 2015 - Feb 2017

- Lead Product Manager for the Casual category at Storm8, a network of live free-to-play titles⁷
- Co-designed and shipped portfolio-wide cross-device identity after diagnosing that player lifetime was capped near two years by device changes⁸, restoring continuity and lifting lifetime value
- Lifted ad revenue up to 85% across four casual games⁸ by introducing rewarded video
- Launched the company's first card-games category, extending the live-ops playbook to a new product model

Producer at The Consuming Shadow

Brisbane May 2015 - Aug 2015

A short sabbatical between Halfbrick and Storm8: produced Yahtzee Croshaw's first commercial game⁹, rated Very Positive by players on Steam¹⁰ and the subject of a GDC talk¹¹.

Chief Product Officer at Halfbrick Studios

Brisbane July 2013 - May 2015

- Built and led the product organization across the studio's portfolio, driving the move to free-to-play and live services¹²
- Introduced rapid update cadence (from yearly to biweekly), themed update pipelines, and platform partnerships (Android TV, Amazon Fire TV)
- Developed a repeatable playbook for returning mature titles to the charts, including rebooting Age of Zombies into the U.S. top 20 four years after launch¹³
- Fruit Ninja, the studio's flagship, was at roughly 60M monthly players and crossed 1 billion downloads in 2015¹⁴
- Grew the product org to five product managers with metrics-driven update reviews¹⁵
- Product scope eventually extended into engineering: the CTO and a ~30-person tech and cloud organization reported in

(Headed R&D as Chief Invention Officer until April 2014)

Product Manager, then R&D Manager at Rovio Entertainment

Helsinki May 2011 - June 2013

- Product Manager on Angry Birds, the biggest mobile game in the world¹⁶: the platform versions (Nokia Symbian, Windows Phone), the in-game ad and cross-promotion screen, location, and partnership and growth bets across the franchise; led the Everyplay social-replay integration in Bad Piggies
- One of very few roles that reached across the whole company, animation, licensing, marketing, and legal: met Samsung and LG on embedding Rovio's games, represented Rovio at Tokyo Game Show, and built the patenting process with the Chief Legal Officer¹⁷
- Moved into R&D, working directly with the COO across game teams, cloud, legal, licensing, marketing, and partners¹⁸; built 50+ R&D prototypes across new platforms, AR/VR, procedural generation, and physical-to-digital products, with selected work shipping into products, tools, and partner integrations¹⁹
- Shipped Angry Birds Magic, an NFC unlock on Nokia phones, into a Mattel toy line (1M+ figures sold)²⁰ and Magic Places, a location-based program with Barnes & Noble
- Named as a co-inventor on Rovio patent filings¹⁷
- Tenure spanned the period Angry Birds became the first mobile game to pass 1 billion downloads (2012)²¹

(Product Manager until Dec 2011)

Founder, CEO at MySites

Helsinki March 2006 - May 2011

- Launched a cloud-based OS, similar to Chrome OS, in 2008 ²²
- Scaled to 72M monthly active users ²³ by combining organic growth and powering other platforms
- Designed the OS, file explorer, and 20+ services (photos, video, music, files, blogs, calendars) ²⁴
- Rebranded as social cloud storage; Dazzboard, Muxlim, and XIHA Life all ran on MySites ²⁵, folding their users in
- Raised a €500K seed from German angel investors and opened the platform via an API for third-party apps