

Nathan Romero

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Summary

I'm Nathan Romero, a systems-oriented Product Designer focused primarily on the web. I've operated as a generalist for most of my design career, taking features all the way from ideation to documentation and hand-off.

Experience

Uber – Senior Product Designer (2019)

Worked on a redesign of an internal financial planning tool. Designed and built an internal UI pattern repository for designers at Uber.

Webflow – Senior Product Designer (2015-2019)

As the first Product Design hire at Webflow, I had the opportunity to work on nearly every facet of the platform. Notable contributions include leading design for Webflow Ecommerce, building and maintaining our internal prototyping kit, and designing a CSV import tool.

Recurly – Product Designer (2015)

While at Recurly, I led the redesign of the web application and created a design system with which new features are built.

AppDirect – Product Designer (2012-2015)

The majority of my time was spent creating Base, AppDirect's internal UI framework. Base empowered our Product Design team to quickly build high fidelity prototypes that were handed off to engineers for development.

FanBridge – Visual Designer (2011-2012)

As one of two designers at this small startup, I was able to work on a variety of projects across marketing and product. Notable contributions include the design of a series of embeddable widgets, branding/identity work, and countless landing page designs.

Education

U.C. San Diego

B.A. Cognitive Science (2007-2011)

Skills

Product strategy, UI/UX design, prototyping, design systems, front-end development (HTML, CSS, JS).