Daniel Nakamura-Reyes

PRODUCT DESIGNER | UX DESIGNER

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SKILLS

Technical: Figma, User research, Usability testing, Interaction design, Design systems, Prototyping, Information architecture, WCAG 2.1 AA, Amplitude, A/B testing, Jira, UX writing

EDUCATION

Bachelor of Design, Interaction Design
Harbourfront College of Art and Design
2021

PROFESSIONAL SUMMARY

Product designer with five years designing B2B SaaS workflows for operations and finance teams. Leads features from discovery interviews to shipped interface, partners closely with product managers and engineers, and validates decisions with usability testing and product analytics. Contributes to the design system and keeps accessibility in every review.

PROFESSIONAL EXPERIENCE

Product Designer Feb 2023 — Present

Ledgerpoint Software · ***Toronto, ON***

- Redesigned invoice approval for mid-sized finance teams after 14 customer interviews, reducing approval steps and lifting weekly active approvers in the first quarter.
- Ran moderated usability tests on each major release with a research coordinator, catching navigation issues before engineering built the final flow.
- Built and documented 30 components in the Figma design system with accessible color, focus and error states used by four product squads.
- Partnered with a product manager on an A/B test of onboarding checklists, choosing the variant that raised setup completion for new accounts.

UX Designer Jun 2021 — Jan 2023

Harbourline Logistics Tech · ***Mississauga, ON***

- Designed a dispatch dashboard used by warehouse supervisors on large monitors and tablets, testing layouts on site during real shifts.
- Simplified carrier booking from 11 screens to five based on task analysis, cutting average booking time reported by internal users.
- Wrote bilingual English and French interface copy with the localization team for customers in Quebec.