

Christian Del Barco

Senior Product Designer · SaaS & Marketplaces · Design Systems + React

Santiago, Chile · Open to remote & relocation

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SUMMARY

Senior Product Designer with 7+ years leading design for SaaS, B2B platforms, and marketplaces across US and LATAM markets. I bridge UX strategy, design systems, and frontend execution — shipping work that survives contact with engineering. I'm a Product Designer who also writes production code (React, JavaScript), which eliminates design-to-dev friction and accelerates delivery. Currently exploring senior product design roles on teams building complex, meaningful platforms.

EXPERIENCE

Design Lead / UX Engineer — Wolf Inc.

Staffing marketplace (Web & Mobile) · US market · Remote from Chile

Apr 2022 – Feb 2026 · 3 yrs 10 mos

- Led end-to-end UX/UI design as the sole Product Designer for a multi-sided staffing marketplace serving **5,000–20,000 active users** across three user types (Admins, Clients, Job Seekers) and **100+ staffing companies** in the US market.
- Designed and launched the Job Seekers mobile app from zero to production in 2022, becoming a key differentiator in the company's sales narrative to staffing companies.
- Built and scaled the company's Design System from scratch to **60–100+ reusable components**, adopted by engineering as the source of truth for all frontend development across web and mobile.
- Designed AI-assisted job creation flows enabling Admins to generate complete Jobs (with schedules, multiple JobTypes, and worker requirements) through **three distinct inputs**: voice dictation, natural language prompts, and Excel upload — plus AI-powered worker recommendations for matching candidates to open roles.
- Redesigned the bulk job creation flow to support **multi-JobType jobs in a single operation**, removing the prior constraint of one JobType per Job, and designed timesheets and scheduling tools that replaced Excel and manual calendars for hundreds to thousands of weekly operations.
- Implemented production UI components in React and vanilla JavaScript, partnering with **7 engineers** and mentoring them on UI implementation — effectively bridging design and engineering in a non-standardized codebase.

Senior Designer / Product Designer — Outbuild (IPSUM)

Construction-tech SaaS · Series A · Chile, Peru & US market expansion

Nov 2019 – Sep 2021 · 1 yr 11 mos

- Joined the product design function immediately after the company closed a **\$1M Series A**, contributing to the design and scaling of a SaaS platform serving **40+ construction companies** across Chile, Peru, and eventually the US market.
- Progressed from marketing-focused designer to lead product design for the platform, eventually splitting time as **60% product · 40% marketing and brand**, while working directly with a team of **5 engineers**.

- Led UX/UI design for the company's flagship project management product, covering scheduling, Gantt charts, resource planning, and **integrations with BIM technology, GeoVictoria, and Procore** — the feature set that anchored the company's enterprise positioning.
- Designed for complex operational contexts unique to construction tech: **low-connectivity job sites** and **non-technical user adoption**, shaping interfaces that worked for site foremen and office planners alike.
- My product design work contributed to making Outbuild attractive enough to secure **US market entry and a strategic partnership with Procore**, the category leader in construction tech.

Graphic Designer — La Fábrica Imaginaria (LFI)

Digital agency · Santiago, Chile

Oct 2018 – Nov 2019 · 1 yr 2 mos

- Designed digital and graphic assets for enterprise and government brands including **Scotiabank, Marca Chile, Council for Transparency (Government of Chile), Chilean universities, wineries, and energy sector clients** — delivering across social media, email marketing, websites, branding, events, and internal communications.
- Managed **5–10 parallel client projects** across multiple industries, building a foundation in rapid turnaround, brand systems, and visual consistency that later informed my approach to product design systems.
- Developed foundational skills in HTML/CSS for basic web asset production, an early bridge between graphic design and frontend execution that shaped my later hybrid design–engineering practice.

SKILLS

Design · Product Design · UX Strategy · UI Design · User Research · Information Architecture · User Journeys · Prototyping · Accessibility (WCAG)

Design Systems · Component Libraries · Design Tokens · Scalable UI Architecture · Design-to-Code Workflows

Tools · Figma (Advanced) · Figjam · Adobe Creative Suite

Engineering · JavaScript (ES6+) · React · HTML · CSS · Git · Responsive Design

Process · Product Discovery · Agile / Scrum · Cross-functional Collaboration · Design QA · User Testing

EDUCATION

Bachelor in Digital & Multimedia Communication

Universidad del Pacífico, Chile · 2017

Complementary Training

Frontend Development Career — Coderhouse (React, Vue.js, Node.js, JavaScript)

LANGUAGES

Spanish — Native · **English** — Advanced / Professional working proficiency