Daniel Fernández Garijo

Senior Product Designer · Design Systems · B2B SaaS

Product Designer with 10+ years designing B2B products and the design systems behind them. I set design direction across multi-team product areas, raise the craft bar through critique and mentorship, and partner closely with engineering to ship with urgency.

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EXPERIENCE

Senior Product Designer · ChargePoint — Apr 2026 – Present · Valencia (Remote)
- Own CP-Kit, ChargePoint's design system, used by 7 designers and ~70 engineers, built and maintained with 2 dedicated developers.
- Set design direction for complex B2B products: Energy and Charger Management Systems, Station UI and the Installer app.
- Led the Installer app revamp and its new design system, now adopted by other ChargePoint products.
- Led an accessibility review against new legislation (European Accessibility Act, WCAG 2.2 AA).

Product Designer · ChargePoint — Sep 2024 – Mar 2026 · Valencia (Remote)
- Evolved the design system for scalability, accessibility and consistency across web and mobile.
- Reviewed and coached other designers' UI work, raising craft quality without formal authority.
- Drove UX improvements across onboarding, user management and charger management.
- Partnered with engineering to turn systemic design into component libraries for web and mobile.

Product Designer · Frontiers Media — Apr 2023 – Mar 2024 · Valencia (Remote)
- Conceptualised, defined and built Brink, the design system for the whole Frontiers ecosystem.
- Designed scalable data tables and patterns for complex internal publishing tools.
- Developed the MVP of a new Frontiers app: user flows, prototyping and testing.
- Aligned stakeholders and engineering on how components and patterns were implemented.

Sabbatical leave — Oct 2021 – Mar 2023
- Informal care, personal growth and travelling.

Visual Design Lead · Catawiki — Mar 2019 – Sep 2021 · Amsterdam
- Owned and developed the design system during Catawiki's rebrand, keeping one design language across teams and platforms.
- Delivered cross-device designs for desktop, tablet and mobile web, as well as the iOS and Android apps.
- Led discovery for the experts experience: research, audit, design and validation with users and experts.
- Produced concepts, wireframes and low- to high-fidelity prototypes to visualise and validate ideas.

Digital Designer · Catawiki — Jan 2018 – Feb 2019 · Amsterdam
- Joined Catawiki's rebrand end-to-end, from concept creation to launch.
- Laid the foundation for the new brand by developing components, patterns and pages across the platform.
- Co-led workshops and user research to shape product direction.
- Collaborated with international agencies Gretel (New York) and Dentsu Achtung (Amsterdam).

Graphic Designer · CMK1 Agency — May 2014 – Dec 2017 · Amsterdam
- Created brand identity guidelines for companies across varying sectors.
- Designed campaigns and automated email templates with developers, copywriters and strategists.

Graphic Designer · CCHA — Nov 2013 – Apr 2014 · Amsterdam
- Designed print and digital assets for campaigns, and ran design workshops internally and externally.

Product Engineer · Infraca — Sep 2011 – Oct 2013 · Valencia
- Joined as an R&D intern and progressed to product engineer.

SKILLS

Design systems · Discovery & user research · Mentorship · Design direction & critique · B2B product design · Interaction design · Prototyping · Accessibility (WCAG 2.2, EAA) · Stakeholder management

TOOLS

Figma · Claude Code · Framer · Zeroheight · Adobe CC

EDUCATION

BSc Industrial Design

Universitat Politècnica de València, 2008 – 2012

LANGUAGES

Spanish · English · Dutch