

Paul Barradas

Design Engineer

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SUMMARY

Ten years in product, three at Nethermind, where a coding habit turned into the job: designing interfaces across several product teams and shipping them in production React and TypeScript, along with the design systems and AI tooling the teams build with.

SKILLS

Design: design systems (tokens from primitives to semantics, component libraries, theming), Figma and Figma-to-code parity, accessibility, responsive and mobile, typography and motion

Engineering: React, TypeScript, Next.js (App Router), Tailwind CSS, Radix UI, Jotai, Storybook, Vite

Motion & Data Visualization: Three.js, GSAP, WebGL, scroll-driven 3D animation, chart systems

AI Tooling: MCP servers, Claude Skills, Claude Code, Anthropic API, multi-agent orchestration

Also: Framer, Playwright, Git / PR / CI, Vercel, GitHub Actions, Python, Swift / SwiftUI

EXPERIENCE

Design Engineer, Nethermind

May 2023 – Present · Remote

- **Voyager** (voyager.online): hands-on since day one on Starknet's block explorer. Revamped the core surfaces and built the staking dashboard from scratch, including its data-visualization chart suite, with full mobile parity, live-tested against real on-chain transactions.
- **Design systems:** moving Voyager onto an AI-aware design system, with tokens from primitives to semantic aliases, components that carry metadata AI agents can read, and an in-repo Design System Studio (anatomy pages, a live properties panel, consumer logging) the team uses instead of Storybook.
- **Nethermind Deck System:** turned the brand design system into an MCP server paired with a Claude Skill, so the whole team generates on-brand decks straight from the system, with an editor that captures the refinements people make.
- **AuditAgent** (auditagent.nethermind.io): built a design system inside the product's repo and rebuilt the full app UI code-first, with AI agents reading the live codebase, so the repo itself became the prototype the engineers shipped from. Also designed and built the marketing site.
- **Aztec:** built the wallet interface and design system hand in hand with the PMs, plus a live in-app theme editor and a flows canvas that renders every screen from code, and shipped the Aztec Governance staking dashboard (aztecgov.nethermind.io).

UI/UX Designer & Frontend Developer, XDSea Marketplace

Apr 2022 – Dec 2022 · Freelance, Remote

- Redesigned the brand and experience for an NFT marketplace and built responsive front-end components that improved performance and engagement.

UX Designer, Dimo Studio

Jun 2022 – Jul 2022 · Freelance, Remote

- Redesigned the studio's brand and built its website.

Product Designer, Imverso

Sep 2021 – Mar 2022 · Remote

- Designed a blockchain funding platform, iterating in Figma and Framer from user feedback, and contributed to the front-end.

Product Designer, Enigmo

Oct 2016 – Sep 2021 · Remote

- Designed UI/UX for web and mobile products across a wide range of audiences, built high-fidelity prototypes, and contributed to front-end code.

SELECTED WORK

- **Boop** (boop.it): launch site for a palm-vein identity scanner, hand-coded in Three.js and GSAP with scroll-driven 3D animation.
- **AgentArena** (agentarena.nethermind.io) and **ResultAi** (resultai.com): brand and marketing sites, built and maintained in Framer.
- **Voyager API** (apis.voyager.online): product landing for the Voyager API.

EDUCATION

Electronics & Software Engineering

Université d'Artois (France) & Technological University of
Puebla (Mexico)

LANGUAGES

English (fluent) · Spanish (native) · French (fluent)