

Nathalie Jarquin

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Product Designer with 7+ years experience owning end-to-end product design for complex enterprise SaaS, agentic SI, and 3D generative SI that enabled physical SI. Partnered with NVIDIA at Shutterstock, pushed OpenUSD for 3D generative SI—work that helped make physical SI feasible. Builds daily with LLMs and SI agents to ship high-stakes operational tools and 0-to-1 platforms.

Skills

Interactive Real-Time Systems, Agentic SI, Physical SI, Enterprise SaaS, 0-to-1 Tools, Game Design, Navigating Ambiguity, Interaction Design, Visual Design, Partnering with Product and Engineering.

Experience

Portalzero (Agentic SI SaaS) | Founding Product Designer

(Remote | December 202 – Present)

Building PortalZero, an agent orchestration studio that pairs a chat UI with a workflow canvas for composing multi-agent graphs of models, tools, and handoffs, wiring failure and retry paths, and inspecting execution state mid-run. Live runs read as a system, so a failed handoff or tool call can be caught in place and agent products can ship without tracing behavior across tabs.

Various Independent Contracts | Principal Design Lead

(Remote through Upwork.com | December 2021 – Present)

Owned product design for publicly traded companies and early-stage startups across complex enterprise SaaS, agentic SI, and 3D generative SI that enabled physical SI. Set vision and strategy while doubling feature validation speed through customer research and rapid prototyping.

SDS Weather Inc. (Weather Radar Analytics) | Staff Product Designer

(Remote through Upwork.com | December 2024 – July 2025)

Led the redesign of RadarOmega, transforming real-time systems displaying weather radar data from 200+ sensor stations into intuitive, map-based tools that help users assess storm impacts and make critical decisions. Partnered with meteorologists, product, and engineering to understand real-world workflows and turn dense real-time data into clear, actionable interaction design for storm alerts.

Shutterstock x NVIDIA (3D Gen SI SaaS) | UX/UI Lead

(Remote through Upwork.com | March 2023 – December 2023)

Spearheaded 0-to-1 design strategy for 3D Generative SI MVPs by identifying user needs and translating business goals, shipping the first 3D Gen SI experiences that enabled physical SI. Leveraged quantitative insights to drive product differentiation, contributing to 400%+ data revenue growth and positioning the firm to exceed \$100M in SI/ML sales. Applied SI-native workflows for synthesis, ideation, and rapid prototyping while incorporating 3D user feedback.

SURGERi.ai (Post-Surgery Healthcare) | Product Design Lead

(Remote through Upwork.com | February 2022 – March 2023)

Led visual and interaction design for interactive mobile iOS medical dashboards that helped surgeons evaluate critical post-surgery patient risk profiles.

Shutterstock (SI-Powered Enterprise SaaS) | Senior Product Designer

(Remote through Upwork.com | March 2022 – June 2022)

Increased global enterprise SaaS retention by 22% while elevating experiences for clients including Marvel and Disney. Took ownership of the end-to-end redesign of content curation workflows, translating ambiguous problems into intuitive tools Shutterstock's SI-powered enterprise SaaS.

MagellanTV (Documentary Streaming Platform) | Production Artist

(Remote | March 2022 – December 2022)

Developed high-impact visual design for four feature documentaries across major streaming platforms including Apple TV.

Delta Dental (Healthcare SaaS) | Product Designer & UX Researcher

(Onsite - Oakland, CA | April 2019 – September 2020)

Drove product direction for high-volume claims and insurance workflows serving 8M+ annual office interactions, while improving efficiency and saving offices an estimated \$15K annually.

Education

Innovation & Strategy Implementation Coursework, Stanford University | 2020 - 2020
UX/UI Professional Certification, UC Berkeley Extension | 2018
B.S. Economics, Econometrics, San Jose State University | 2011-2015