

Noor Halden

Product designer & developer

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I design software and write the code that ships it, so what goes live is what we drew. Eleven years of dispatch boards, clinic check-ins and online shops. I start with the people who will use the thing, usually by watching them work for a day. Then I sketch, prototype in the browser, and ship production code alongside your engineers. I'd rather show you a working build on Thursday than a slide deck on Monday.

■ Résumé · 11 years of shipping

Experience, school and tools.

Experience	2023 – Now	Product designer & developer Independent, Halden Studio · Rotterdam Design and front-end build for logistics, health and retail clients. Usually embedded with one product team for a quarter at a time.
	2020 – 2023	Lead product designer Tessel Freight · Rotterdam Led a team of three designers across the dispatch, driver and billing apps. Set up the shared component library in code and ran fortnightly sessions with dispatchers.
	2017 – 2020	Designer & front-end developer Oddment Studio · Antwerp Shipped twenty-odd sites and two apps for museums, publishers and makers. Learned to estimate, and to say which part of a design will be slow to build.
	2015 – 2017	Junior web designer Quire & Vane Publishers · Lyon Designed book microsites and the first online catalogue for a French art-book publisher. Wrote my first production CSS here.
Education	2011 – 2015	BA Interaction Design Maasstad Academy of Design · Rotterdam Graduation project: a ticket machine for night trains that works in four languages without a single word of instruction.
	2014	Exchange semester, typography École Basse-Rive · Lyon Book design and type history. Stayed on afterwards for the job at Quire & Vane.

Skills

Design

Field research Interface design Prototyping Design tokens Usability tests

Code

TypeScript React Modern CSS Accessibility (WCAG 2.2) Swift basics

Working

Workshops Estimates Hand-off to engineers Mentoring juniors

■ Selected work · 4 projects

Products I designed and then built.

The dispatch board

2025

Tessel Freight

41% less time to assign a load

Dispatchers were matching 2,000 truck loads a day across three spreadsheets and a phone. I sat with them for a week, then designed and built one board where a load is dragged onto a driver and the conflicts show before you let go.

Clinic check-in

2024

Quayside Health

50 s to check in, down from three minutes

A tablet check-in for fourteen outpatient clinics. Large type, one question per screen, and a hand-off to the front desk the moment a patient taps "I need help".

The cookware shop

2023

Ferro & Finch

+22% mobile orders in the first quarter

A small Dutch cast-iron maker outgrew its theme. I rebuilt the shop around the product pages, with real pan weights, a care guide per piece and a checkout that fits on one phone screen.

Bedrow

2022 – now

Side project

2,300 allotment gardeners planning each week

A planting planner for shared allotments: who has which bed, what goes in when, whose turn it is to water. Started for my own plot, now used by forty garden clubs.

About

I work where the design file meets the pull request.

Most products lose something between the mock-up and the release. A spacing value gets rounded, an empty state never gets drawn, a loading spinner appears where a skeleton was planned. I close that gap by doing both halves myself.

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Based in	Rotterdam, the Netherlands	Works in	English, Dutch, French
Design	Figma, paper, the browser	Code	TypeScript, React, CSS, a little Swift
Off screen	Bed 14 at the Kralingen allotments		