

Bram Lindeboom

Senior product designer at Klaring. Previously Daluur.

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Profile

I design software people use at work: dashboards, back-office tools, and the systems behind a payout or an energy bill. Eight years in product design, most of it with engineers, support, and the people who use what we make.

Experience

Since 2024	Klaring · Senior product designer The merchant dashboard: payouts, disputes, and reports. Internal tools for the risk team.
2021 to 2024	Daluur · Product designer, senior from 2023 The customer app for hourly prices. Started and led Meter, the design system.
2018 to 2021	Small studio, Utrecht · Interaction designer Web apps for a bank, an insurer, and a hospital system.
2014 to 2018	Education · Communication and Multimedia Design Utrecht

Selected work

Payouts , Klaring, 2025 A payouts page that says when money arrives and why it's that amount.	Review queue , Klaring, 2026 An internal tool for reviewing suspicious payments on one screen.
Cheap hours , Daluur, 2022 An energy app that finds the cheapest stretch in tomorrow's prices.	Meter design system , Daluur, 2023 One design system for three products, adopted a screen at a time.
Density dial , Klaring, 2025 A table that switches density without losing your place.	Charge window , Daluur, 2024 Drag across tomorrow's prices to pick when the car charges.

Talks and writing

2026	Money that hasn't arrived yet Talk, product design meetup, Amsterdam
2025	Designing dense interfaces Guest lecture, interaction design course, Utrecht
2024	Name tokens by what they do Article, Daluur design blog

Tools

Figma, Framer, React for prototypes, SwiftUI for the odd evening project. Most of the work happens in documents and in the support inbox.