





# CARA BRISTOW

## Product Designer

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Product Designer with 4+ years of experience crafting thoughtful, scalable digital experiences for consumer and lifestyle brands. I translate complex requirements into intuitive, visually refined interfaces—balancing strong UI craft with systems thinking and cross-functional collaboration. With a background in architecture, I bring structural clarity and precision to every product I design.

## EXPERIENCE

### UI Designer

Sommsation | February 2023 - February 2026

- Led UI design across core digital product experiences, shaping end-to-end user flows from concept through high-fidelity implementation.
- Partnered closely with Product and Engineering to translate business requirements into intuitive, scalable interface solutions aligned with brand and user needs.
- Contributed to the evolution of the design system, establishing reusable components, visual standards, and interaction patterns to support platform consistency.
- Designed responsive web experiences and feature updates, ensuring usability, visual clarity, and alignment with overall product strategy.
- Produced high-fidelity prototypes and detailed specifications to support efficient engineering handoff and cross-functional alignment.
- Presented design concepts and rationale to internal stakeholders, incorporating feedback while maintaining strong interaction and visual standards.

### Project Designer

Clayton Korte | June 2021 - October 2022

- Contributed to the design and execution of large-scale architectural projects, collaborating within cross-disciplinary teams from strategy through final documentation.
- Coordinated with consultants, contractors, and internal stakeholders to align design vision, technical requirements, and budget constraints.
- Produced detailed design documentation and presentation materials to clearly communicate concepts across teams and clients.
- Applied strong spatial and systems thinking to solve complex design challenges while maintaining aesthetic integrity and functional clarity.
- Managed multiple project timelines simultaneously, balancing creative exploration with technical precision and deadline-driven execution.

## EDUCATION

### University of Texas at Austin

Master of Architecture | 2019 - 2021

GPA: 3.7

### University of Florida

Bachelor of Design in Architecture | 2015 - 2019

GPA: 3.8 - Summa Cum Laude

## REFERENCES

Available upon request

## PROGRAMS

- Figma & FigJam
- Adobe Creative Suite
- Cursor (Claude Code)
- Jira
- Contentstack
- PostHog
- Miro

## CERTIFICATIONS

### Avocademy

UX/UI Bootcamp | 2022

## SKILLS

- UI Design & Visual Hierarchy
- Interaction Design
- Design Systems
- Typography
- Iconography
- Branding
- User Flows & Information Architecture
- Responsive Web Design
- Prototyping (Figma)
- Usability Testing & Iteration
- Stakeholder Communication
- Design-to-Development Handoff (HTML/CSS aware)