

CARA BRISTOW

Product Designer | UI, Design Systems & Responsive Products

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💻 www.carabristow.com

Product Designer with 4+ years of professional design experience across digital products and architecture, including 3+ years designing responsive web and mobile experiences. My architecture background brings a systems-focused approach to complex requirements, strong visual judgment, and an understanding of how people move through an experience. Experienced in end-to-end UI/UX, design systems, prototyping, accessibility, implementation, and design QA.

WORK EXPERIENCE

UI Designer (Contract)

Teaching Strategies | July 2026 - August 2026

- Audited card patterns across the Teach and Family applications, developing a scalable taxonomy based on use case, information density, visual style, and platform.
- Created, refined, and QA-tested shared Figma components for galleries, profiles, overlays, confirmation dialogs, feedback states, and responsive layouts.
- Defined component variants, behaviors, content rules, constraints, and usage guidance to support consistent implementation across mobile and desktop products.

UI/UX Designer (promoted from UI Designer)

Sommsation | February 2023 - February 2026

- Designed end-to-end UX and UI for responsive marketplace experiences including checkout, order details, post-purchase experiences, product pages, account profiles, wine club membership, events, and shoppable galleries.
- Translated complex business, fulfillment, and customer requirements into user flows, information architecture, interaction patterns, and high-fidelity responsive interfaces.
- Expanded the design system with reusable components, variants, design tokens, interaction patterns, and documented visual standards.
- Partnered with Product and Engineering throughout requirements definition, prototyping, handoff, implementation, and design QA.
- Used Figma, Cursor, and Claude Code to explore functional prototypes, work through interaction logic, and address implementation questions earlier in the design process.

Project Designer

Clayton Korte | June 2021 - October 2022

- Designed and documented complex architectural projects, translating client needs into clear concepts, presentation materials, and technically precise deliverables.
- Coordinated with clients, consultants, contractors, and internal teams while balancing aesthetic intent, functional requirements, accessibility, budgets, and deadlines.

EDUCATION

University of Texas at Austin

Master of Architecture | August 2019 - May 2021

GPA: 3.7

University of Florida

Bachelor of Design in Architecture | June 2015 - May 2019

GPA: 3.8 - Summa Cum Laude

CERTIFICATIONS

Avocademy

UX/UI Bootcamp | 2022

SKILLS

Product Design · UI Design · Visual Design · Interaction Design · Responsive Web & Mobile · Design Systems · Component Libraries · Design Tokens · Information Architecture · User Flows · Wireframing · Prototyping · User Research · Usability Testing · Accessibility · Agile Product Development · Design-to-Development Handoff · Design QA · Cross-Functional Collaboration

TOOLS & TECHNOLOGIES

Figma · FigJam · Miro · Jira · Adobe Creative Suite · Contentstack · PostHog · Cursor · Claude Code · HTML/CSS