Camille Manalo

Product Designer

camillemanalo.com ↗ | camillejcmanalo@gmail.com ↗ | LinkedIn ↗

Product designer with a cognitive science background, focused on research-led, 0 to 1 consumer products. Sole designer on a live marketplace, fluent in Figma and AI-assisted design workflows.

EXPERIENCE

Cinched, Product Designer *April 2025 - Present*

- Sole product designer on a live vintage resale marketplace, partnering with 2 engineers and the founders. Designed and shipped 6 core features, including a drag-and-drop outfit builder chosen after exploring 3 interaction models.
- First in-person pop-up in Austin: $127.65 across 9 sales in 3.5 hours, 80% via Apple Pay, with no sales lost to checkout friction. The result moved seller storefronts to the next build priority.
- Built the cross-platform design system from scratch, using Claude and Figma Make to speed up concept exploration and prototyping.

Bridget's Blooms La Jolla, Product Designer *Jan 2025 - Mar 2025*

- Redesigned a La Jolla florist's e-commerce experience (checkout, information architecture, workshop bookings), owning visual design and the checkout flow.
- Ran 16 interviews and 3 rounds of testing to remove friction in pickup and delivery date selection.

Food Recovery Network, Creative Director *Sept 2024 - Dec 2024*

- Redesigned the impact page, turning complex operational data into a web interface users unanimously preferred.
- Ran end-to-end research, wireframing, and usability testing, delivering a CMS-ready design.

PROJECTS

Luma, FigBuild 2026 Designathon *Mar 2026*

- Lead designer on a speculative wellness app around chronoception (the felt sense of time), covering UX strategy, visual identity, interactive prototype, and pitch materials.
- Built a full component-based design system in Figma with variables, layer modes, and auto-layout.

Study Slayer, COGS 123 *Sept 2024 - Dec 2024*

- Designed a mobile study app that combines group messaging with LLM-generated review games, turning uploaded notes into collaborative quizzes.
- Led two rounds of user testing, raising average user satisfaction from 3.65 to 4.48, with 90% of testers agreeing the redesign increased collaboration.

Website Redesign, Duly Noted A Cappella Group @ UC San Diego *June 2024 - Sept 2024*

- Sole designer for the group's website, partnering with engineers through handoff. Designed the architecture around an audition walkthrough, an alumni directory, and the group's history.

EDUCATION

University of California, San Diego, B.S. Cognitive Science: Design & Interaction *December 2025 | GPA 3.9/4.0*

RECOGNITION

Top 5 Finalist, UX Project Design Studio, DesignCo @ UC San Diego | *Jan - Mar 2024*

SKILLS

Design: Interaction Design, Component-Based Design Systems, Wireframing & Prototyping, Usability Testing, User Research, Information Architecture, Journey Mapping

Tools & AI: Figma, Figma Make, Claude, Claude Design, Framer, Illustrator, Photoshop, VS Code, AI-Assisted Design Workflows, Python, Java