

Camille Manalo

Product Designer

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EXPERIENCE

Cinched, Product Designer

April 2025 - Present

- Sole product designer for a live vintage fashion marketplace operating in an Agile sprint environment.
- Prototyped and shipped 6 core features, including an interactive outfit builder; tested 3 interaction models with users, landing on a drag-and-drop implementation that balanced playfulness with usability.
- Integrated AI tools (Claude, Figma Make) into workflows to accelerate concept exploration and rapid prototyping.
- Built a scalable cross-platform design system from scratch, establishing visual identity and component libraries.

Bridget’s Blooms La Jolla, Product Designer

Jan 2025 - Mar 2025

- Led full e-commerce redesign, streamlining checkout flows, IA, and workshop bookings for high-impact revenue flows.
- Conducted stakeholder interviews and usability testing to eliminate friction in pickup/delivery date selection.

Food Recovery Network, Creative Director

Sept 2024 - Dec 2024

- Redesigned impact page using data-informed UX processes, turning complex operational data into a clear, engaging web interface unanimously preferred by users for clarity and navigation.
- Executed end-to-end research, wireframing, and usability testing, delivering a scalable, CMS-ready design.

PROJECTS

Luma, FigBuild 2026 Designathon

Mar 2026

- Designed a speculative wellness app around chronoception (the felt sense of time), serving as lead designer across UX strategy, visual identity, interactive prototype, and pitch materials.
- Developed a full component-based design system in Figma, including variables, layer modes, and auto-layout, enabling consistent UI delivery across all screens.

Study Slayer, COGS 123

Mar 2026

- Designed a mobile study app merging workspace-style group messaging with LLM-generated review games, letting students upload notes for an AI to turn into collaborative quizzes and mini-games.
- Led two rounds of user testing and iterated based on direct feedback, 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

Mar 2026

- Sole designer for the group's website, partnering directly with engineers through design handoff.
- Designed site architecture around the group's core needs: an audition process walkthrough for prospective members, an alumni network directory, and an about/history section preserving the group's legacy across graduating classes.

EDUCATION

University Of California, San Diego, B.S. Cognitive Science: Design & Interaction

December 2025 | GPA 3.9/4.0

Relevant Coursework: Data Science in Practice (Python), Human-Computer Interaction Design, Usability Testing, Interaction Design, Data Visualization, Programming Foundations (Python, Java)

RECOGNITION

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

SKILLS

AI & Data

Prompt Engineering, AI-Assisted Design Workflows, Python, Java

Tools

Figma, Claude Design, VS Code, Framer, Illustrator, Photoshop

Design

Component-Based Design Systems, Interaction Design, Usability Testing, Wireframing & Prototyping, Information Architecture, Visual Storytelling, Inclusive Design Principles

Process

Agile / Sprint Planning, Cross-Functional Collaboration, Stakeholder Communication, Journey Mapping, User Research