



[LOC]

KC/MO

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PRODUCT LEADERSHIP, STRATEGY, VISUAL / UX DESIGN & RESEARCH

CLINT MCMANAMAN ^{CV}

A MULTIDISCIPLINARY,
SYSTEMS-FOCUSED
PRODUCT DESIGN LEAD
WITH 10+ YEARS OF
SHAPING PRODUCTS
ACROSS STARTUPS AND
ENTERPRISE TEAMS.

[HIGHLIGHTS]

- Led design for platforms serving 100,000+ creators
- Elevated product velocity through multiple design systems
- Shipped experiences that increased activation, reduced support load
- Built complex creative AI tools for artists and generative workflows
- Deep experience leading cross-functional design practice in fast-moving environments

[EXPERTISE]

Product Strategy & Vision	Sprint Leadership (Agile, GV Design)
UX / UI / CX Design	Rapid Prototyping (AI + No-Code)
Design Systems Architecture	Behavioral UX + User Research
High-Craft Visual Design	Creative Tooling (AI, Generative Systems)
Pitch Deck / Presentations	Video & Photo Production

[SOFT SKILLS]

Systems thinker with strong product intuition
Collaborative partner across Eng / Product / Marketing
Clear communicator; strong narrative + storytelling
Able to simplify complex workflows
Leads with curiosity, empathy, and grounded decision-making

[TOOLS & PLATFORMS]

Figma • FigJam • Webflow	Storybook • Design Tokens
Framer • Rive • Spine	Adobe Suite
GPT + Diffusion Model Workflow Design	HTML / CSS fundamentals
Prototyping in code / no-code tools	

GIVEBUTTER

[STAFF PRODUCT DESIGNER]

PRESENT /
SEP 2025

Leading the end-to-end design strategy for activation, conversion, and multi-product adoption within Givebutter's ecosystem. I partner across Product, Engineering, Marketing, and Support to simplify onboarding, strengthen "Switch to Givebutter" flows, and design calmer, friction-free experiences for nonprofits. My focus centers on shaping early acquisition experiences, building reusable systems across the site → signup → onboarding path, and designing scalable UX surfaces for personalization and AI-driven improvements.

TRANSIENT LABS

[SR. PRODUCT DESIGNER → HEAD OF DESIGN]

JAN 2024 /
SEP 2025

Directed product and design strategy for Transient Labs' creative tooling ecosystem, including Juno, a platform enabling artists to build generative, programmable, real-time artworks. I led design for complex creative workflows involving on-chain logic, dynamic metadata, and AI-driven behaviors—bridging emerging technology with intuitive, creator-friendly UX. Key initiatives included shaping the brand & product vision, running design/engineering alignment, and guiding the overall launch strategy.

Senior Product Designer

Designed and unified "The Lab" and Launchpad into a single cohesive platform for artists and collectors. Delivered major UX improvements that:

- Increased new signups by 15%
- Reduced support tickets by 40% through educational UX
- Improved contract/token creation flows and lowered support by 30%

Also established and governed the Transient Labs Design System, ensuring tight parity between Figma and Storybook.

UNITED MASTERS

[SR. PRODUCT DESIGNER]

JAN 2022 /
JUN 2023

Led the redesign of artist-facing experiences—including the Artist Wallet, payouts flows, onboarding, and distribution improvements. Highlights:

- Instant payouts & streamlined revenue capture
- 18% increase in new signups from onboarding redesign
- 24% reduction in support queries from distribution improvements
- Established and governed UM's design system for web & mobile

[ADDITIONAL EXPERIENCE]

STAFF PRODUCT DESIGNER → DESIGN LEAD • HEADWAY	2019 - 2021/23
INTERACTIVE DIRECTOR • LAMPSTAND STORY CO.	2017 - 2019
SR. PRODUCT DESIGNER • LIFE.CHURCH	2015 - 2017
SR. PRODUCT DESIGNER • LOGOS SOFTWARE	2014-2015