

Calvin Bramlett / Design Director



@calvinbramlett • calvinbramlett.com • calvinbramlett@gmail.com • Conway, AR. (Remote)

Design leader with 13+ years of experience creating user-centric digital experiences across web, mobile, and interactive platforms. Proven ability to lead cross-functional teams, develop scalable design systems, and align product design with business goals. Skilled in UX strategy, agile processes, stakeholder communication, and mentoring. Passionate about storytelling through technology to drive product growth and user satisfaction.

WORK EXPERIENCE

Design Director / Few (Remote) 2021 - Present

- Oversee the design strategy for various B2B SaaS digital products, including marketing platforms and intricate web applications. Ensure that all designs are user-friendly, scalable, and aligned with both client needs and business objectives.
- Built and maintained scalable Figma design systems that improved UI consistency and reduced initial wireframe turnaround time by over 50%, accelerating project kickoff and developer handoff
- Work closely with product managers, developers, and stakeholders to shape the product vision, product strategy, and monitor progress, ensuring we deliver on time and stay within budget.
- Mentor junior designers, provide 1-on-1 feedback monthly, and help create a collaborative team culture.
- Played a key role in shaping the design team by supporting hiring, onboarding and team structure decisions.

Senior Designer / Few (Remote) 2017 - 2021

- Led design for large-scale client projects, from discovery through delivery, with a focus on clear UX, thoughtful interaction.
- Created and maintained reusable UI components, helping standardize design across products and reduce time-to-launch.
- The main design point of contact on diverse teams, working closely with developers, project managers, and stakeholders to define project specifications and ensure successful execution.
- Helped improve how we scope, present, and iterate on work. Especially during fast-moving or complex projects.

Designer / Few (Little Rock, Arkansas) 2014 - 2017

- Acted as the sole designer on the team, responsible for comprehensive design across multiple client projects, owning UX, UI, and visual direction.
- Developed and managed tailored WordPress websites, utilizing ACF Pro and PHP for theme customization and design integration.

OTHER EXPERIENCE

Community Advocate / Figma 2022 - 2024

Website & Graphic Designer / EAST Initiative 2013 - 2015

Multimedia Production Assistant / Lockheed Martin 2011 - 2012

EDUCATION

Southern Arkansas University, Tech

- A.A.S. Multimedia Technologies, Graphic Design
- Technical Certificate, Web Development

AWARDS

W3 ('24, '22), Webby ('25, '22), CSSDA ('23), ADDY ('17), AWWWARDS ('16), One Page Love ('16), Summa Cum Laude ('12)

TOOLS

Figma, Photoshop, Illustrator, After Effects, Premier Pro, ChatGPT, Webflow, Wordpress, Notion, Jira, Slack, Rive, Lottie, Svgator, VS Code, Storybook, Spline

SKILLS

Design: UX, UI, Mobile Applications, Product Design, Design Systems, Branding, Component Libraries, Strategy, User Flows, User Research, Wireframes, Prototyping, Style Guide, Style Tiles, Motion Design, Accessibility, Branding, Graphic Design, Animation, Kiosk, Touchscreen

Leadership: Creative Direction, 1:1's, Design Strategy, Project Leadership, Budget Planning, Agile Sprint Planning, Design Roadmapping, Client Communication, Client Experience, Training, Project Management, Hiring

Other: HTML, CSS / SCSS, JQuery / Javascript, PHP, User Testing