

Sam Summer

TECHNICAL PRODUCT DESIGNER | HEY@SAMSUMMER.DESIGN | 610-621-6894

EXPERIENCE

Head of Product & Design at Upwage

MAY 2025 TO APR 2026 | SEATTLE

- Owned product strategy for an AI talent platform that has executed 500K+ interviews
- Drove ARR from \$120K to over \$2.3M while serving as the company's sole designer
- Accelerated enterprise sales and development with high-fidelity coded prototypes
- Headed product discovery, translating ambiguous problems into testable PoCs

Principal Designer at Foundation Design

MAR 2021 TO MAY 2025 | SEATTLE

- Led projects for 40+ clients, including Fortune 500s, YC companies, and now-exited startups
- Helped startup clients cumulatively raise over \$250M in venture funding
- Shaped early-stage products through design systems, interaction models, and prototypes
- Partnered with Techstars and Open Core Ventures to support portfolio companies' growth

UX Designer at University of Washington Office of Research Information Services

OCT 2019 TO AUG 2021 (PART-TIME STARTING MAR 2021) | SEATTLE

- Designed budget tool that manages \$1.77B in annual research funding
- Built and standardized design system used across multiple research products

Technical UX & UI Designer at Wisr (acquired by EAB)

AUG 2017 TO JUL 2019 | CLEVELAND

- Designed core features as first UX hire, driving growth from 5 to 40 clients
- Regularly contributed front-end code to implement designs

EDUCATION

University of Washington, MS in Human Centered Design & Engineering

SEP 2020 TO JUN 2023 (PART-TIME) | SEATTLE

- Sponsored projects with Airtable and the National Park Service; 3.99 GPA

University of Pennsylvania, BA in Architecture (Design concentration)

AUG 2013 TO MAY 2017 | PHILADELPHIA

- John & Beatrice Wesley Memorial Prize in Design; magna cum laude