

Ryan Schmidt

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Senior Product Designer with 5+ years in B2B SaaS, focused on UX strategy, information architecture, and design systems.

Skills: UX Strategy · Information Architecture · Design Systems · Interaction Design · Prototyping · Accessibility · Enterprise SaaS · AI Prototyping · UX Engineering

Professional Experience

CX/UX Designer · Institute for Corporate Productivity

Remote · February 2026 – Present

- Used Cursor to build code-based interactive prototypes, accelerating validation and reducing design-to-dev rework
- Defined UX direction for Member Portal + Analytics, shaping navigation, structure, and core workflows
- Established design system + governance, accelerating development through reusable components and shared patterns
- Defined shared information architecture to improve discoverability and consistency
- Led prototypes and discovery spikes to reduce ambiguity before development

Senior Product Designer · D-Tools, Inc

Remote · January 2025 – February 2026

- Led UX/UI across a multi-product platform spanning core product workflows
- Drove growth from 3,000 → 18,000 active users by improving core product workflows
- Built design-system governance to improve product quality and consistency at scale

Product Designer

October 2021 – January 2025

- Delivered 120+ features across 50+ releases in a fast-paced product environment
- Used prototyping to accelerate alignment and de-risk product decisions

Additional Experience

Senior Design Group Critique Facilitator · DesignLab (Part-Time)

Remote · May 2021 – Present

- Mentored 2,000+ UX/UI designers through critique and portfolio feedback

Education & Certifications

- BA in Cultural Anthropology – Clarion University
- Fullstack Developer Certification – Scrimba, 2025
- UX/UI Design Certification – DesignLab, 2020