

# Ryan Schmidt

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Senior product designer focused on complex B2B SaaS and data-heavy enterprise workflows. I design and build features end-to-end, working closely with engineering daily and using Cursor to move concepts into staging code. My work spans design systems, AI-assisted product surfaces, and large-scale UX architecture, with a focus on getting complex products shipped clearly and consistently.

**Skills:** Product Design · IA · Design Systems · AI Product Design · Code Prototyping · Data-Heavy UI · Accessibility · Figma · Cursor · HTML/CSS/JS · Claude Code · OpenCode

## Professional Experience

### CX/UX Designer · Institute for Corporate Productivity

Remote · February 2026 – Present

- Own UX for Member Portal, analytics dashboards, and internal admin across a research-heavy platform, improving navigation across complex data models
- Simplify legacy IA across research, benchmarking, analytics, and AI-assisted surfaces to improve discoverability and reduce navigation overhead
- Prototype in HTML, CSS, and JavaScript using Cursor to reduce ambiguity, improve delivery accuracy, and prevent downstream rework
- Defined conversational UI patterns for AI-assisted workflows, shaping how users discover insights, interact with systems, and navigate complex data

### Senior Product Designer · D-Tools, Inc

Remote · January 2025 – February 2026

- Led design across inventory, service management, dashboards, scheduling, procurement, and onboarding, driving growth from 6,500 to 18,000 users
- Worked daily with engineering, aligning on workflows early and resolving issues before development
- Led weekly UX reviews across 6 PMs and 5 designers to align product work and expose edge cases
- Conducted user interviews, usability testing, and stakeholder interviews to validate workflows and guide product decisions

### Product Designer

October 2021 – January 2025

- Delivered 150+ features across 50+ releases from discovery through specs, QA, and launch, contributing to an 18% revenue increase
- Helped evolve a design system and documentation, establishing reusable patterns that improved cross-product consistency and supported faster feature delivery

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

Remote · May 2021 – April 2026

- Mentored 1,500+ designers, helping them improving problem framing and decision-making in UX work

## Education & Certifications

- BA in Cultural Anthropology – Clarion University
- Fullstack Developer Certification – Scrimba, 2025