

Guilherme Schmitt

UX Designer

www.guischmitt.com

+1 617 487 9584

guischmitt@gmail.com

Boston, MA

Experience

Klaviyo / Product Designer

2018 - CURRENTLY / BOSTON, MA

Lead designer of the mobile team, responsible for Push Notification and SMS experiences, key areas of strategic expansion for the company.

Intrepid - Accenture Digital / Designer

2014 - 2018 / BOSTON, MA

Design lead, worked on the interface and user experience and product strategy of iOS and Android apps on a sprint-based model in a multi-disciplinary team.

Aquiris Game Studio / Interface Designer

2012 - 2013 / PORTO ALEGRE, BRAZIL

Interface designs and additional visual assets for games for both companies from Brazil (Boticario Cosmetics) and multinationals (Cartoon Network, Coca-Cola).

Projects

Klaviyo - SMS Platform / Web App

SUMMER 2019

Suite of tools to compose and preview SMS messages. Revamp of the billing system to support multiple channels.

Pharma / iPad App

WINTER 2016

App for lab equipment sales team. A dynamic hierarchy system accommodates a consumer and a salesman mode.

MakeMyTrip / Android App

SPRING 2015

Redesigned the Hotels booking system, resulting in an increase of 1021% in bookings for Q4 15.

Qup / iOS App

SUMMER 2014

Product design and strategy of an app that creates collaborative playlists using Bluetooth.

Education

Rochester Institute of Technology

ROCHESTER, NY - AUGUST 2013 / JUNE 2014 - GPA: 4.0

Major: New Media Design. Brazil Scientific Mobility Program, fully funded scholarship program.

Universidade Federal do Rio Grande do Sul

PORTO ALEGRE, RS BRAZIL - MARCH 2009 / DECEMBER 2015

Visual Design Major, Bachelor of Science Degree

Skills

User Experience

Prototyping

App / Product Design

Agile Process

Product Strategy

Sketch

Web Design

Figma

Adobe Suite (After Effects, Illustrator, Photoshop)

Honors

ApDesign Thesis Recognition Award

2016

MUPA - Mobile UX Patterns App Project

AnDevCon Guest Speaker

2015

Mastering Material Design Lecture

RIT Dean's List

2014

During Exchange Program

Interests

All things interactive

Pixel Art

New developments in technology

Videogames

Thinking about how culture is shaped by modern tech