

Portfolio: <https://aerospacecase.com> | Email: josh.schmitz@aerospacecase.com | Cell: +1.402.309.9713

LinkedIn: <https://www.linkedin.com/in/joshua-schmitz/> | Home: Norman, OK, USA (Remote, US Central)

Education

Degree: Master of Fine Arts

Major: Design & Digital Arts

School: University of Texas

Dates Attended: Aug 2016 to May 2018

Degree: Bachelor of Science

Major: Aeronautical Engineering

School: Embry-Riddle University

Dates Attended: Jan 2024 - Dec 2026

Degree: Bachelor of Arts

Major: Art & Design

School: Wayne State College

Dates Attended: Aug 2005 - May 2011

Certifications

Nielsen-Norman Group UX Cert, 2024

Design Leadership Cert, Brainstation, 2023

Product Mgmt Cert, Brainstation, 2022

UX Design Course Cert, Brainstation, 2021

Certified ScrumMaster® (CSM®), 2020

Skills

Design Leadership: Creative Direction, Team Mentoring, Advocating for Design Best Practices, Design Strategy

Design Specialties: Human-Centered Design, UI & UX, Game UI & HUD Design, 3D Rendering, AI Prompt Engineering

Technical Expertise: Design Systems, Prototyping, Wire-framing, Accessibility Standards, Branding & Style Guides

Collaboration: Leading Design Studios & Sessions, Cross-Functional Team Workshops, and Design Practice Groups

Software / Tools

Figma, Whimsical, Miro, Lucid/Spark
CATIA, Solidworks, Blender, AutoCAD,
Inventor, Alias, Rhino, Matlab, FL
Studio Adobe Creative Suite: Illustrator,
Photoshop, InDesign, After Effects

Industry Sectors

Aerospace & Defense, Quantum & Cyber
Security, Non-profit, Education, FinTech,
Healthcare, Logistics, Insurance, AI,
EVs, Social Media, Apparel, Automotive,
Real Estate, Entertainment, Agriculture,
Govt/DOD, Travel & Tourism, & Politics

Experience

Dates Worked: Sept 2024 – Present (Contract, Remote)

Position: Staff Product Designer | Company: FM

Impact: Added AI-driven features, shortening workflow times by 33% and improving end-user Net Promoter Score by 18 points. Overhauled company design system, resulting in a 25% cut in launch time for new product modules & layouts from design.

Dates Worked: Jan 2023 – Dec 2024 (Contract, Remote)

Position: Staff Product Designer, Design Team Lead | Company: Moody's

Impact: Created centralized design system, enabling 33% faster rollout of new features, aligning 12 products to common standard. Standardized UI/UX across web and mobile platforms, increasing multi-platform user retention rate by 8%. Mentored and upskilled a team of 6 junior designers, with 100% reporting improved competency in UXR methodologies. Built and maintained reusable Figma components that reduced duplicate effort by 40% in ongoing product releases.

Dates Worked: Jan 2022 – Jan 2023 (Contract, Remote)

Position: Head of Design | Company: Qrypt

Impact: Built from-zero brand (and guidelines) and product design system. Built team to four capable designers. Lead team/pod sprints, planning, mentorship. Presented plans and progress to C-suite and other key stakeholders.

Dates Worked: Jan 2021 – Jan 2022 (Contract, Remote)

Position: Product Design Manager | Company: Amazon DSP (Delhivery)

Impact: Defined product vision for logistics tools, increasing employee task efficiency by 30% and reducing front-line user training time by 25%. Conducted UXR with 50+ warehouse and delivery staff, resulting in a 35% decline in reported usability issues. Designed UI systems that supported a 20% reduction in average task completion time across logistics workflows. Delivered all design projects before deadline while maintaining a perfect satisfaction score in stakeholder reviews.

Dates Worked: Aug 2016 – Dec 2020 (FTE, Remote)

Position: Lead UI Designer, Product Manager | Company: Hanes / Champion

Impact: Led team in developing UI/UX for B2B & B2C platforms, boosting user conversion rates by 12%, ensured ally compliance to WCAG AA. Launched interactive prototypes adopted by engineering, reducing design-to-development handoff errors by 50% using Figma. Managed project pipelines, achieving a 98% milestone completion rate and increasing customer satisfaction scores by 20%. Conducted iterative usability testing, leading to a 33% reduction in user-reported navigation issues.

Dates Worked: May 2005 – Dec 2025 (Founder, Freelance Business)

Position: Design Strategist | Company: Stellar Impact / Aerospacecase

Impact: Designed AI-driven conversational products, including generative tools for RMS, ANNIE AI, and a Law AlaaS solution, resulting in an average 25% increase in client digital engagement. Developed logos and branding assets, raising client brand recognition scores by up to 33% in brand lift studies. Built cohesive visual identity systems and streamlined UX flows, increasing average customer engagement rates by 40% and satisfaction scores by up to 90% across client projects. Delivered web, native, and branding design for 40+ organizations, including Fortune 500s, startups, and government clients. Supported projects for high-profile clients, including Meta, St. Jude's, Lowe's, NPS.gov, Little Caesar's, MGM Resorts, Visa, AT&T, CBRE, and government agencies; earning repeat business and contract extensions from 86% of major clients from design impact.