

Ray Schillinger

Senior UX | Product Designer

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SKILLS

Product & Strategy: Product thinking, problem framing, systems design, roadmap influence, AI-human interaction

UX & Interaction Design: Information architecture, complex workflows, responsive & mobile UX, accessibility (WCAG)

Research & Validation: Usability testing, experimentation, behavioral metrics, CSAT, insight synthesis

Collaboration: Cross-functional leadership, stakeholder influence, Prototyping (Figma), engineering handoff

EXPERIENCE

Senior UX Designer - Dscout

2/2025 - 11/2025

- Owned end-to-end design for the Respondent integration, increasing participant reach by 40% and unlocking faster, more diverse recruitment for niche audiences, directly improving research speed and quality at scale.
- Directed AI assisted user flows, improving user engagement by 10% by simplifying complex workflows and enhancing user experience within the first month.
- Drove visionary design research to define next-generation participant experiences and influence product strategy and meet business goals.
- Delivered cohesive mobile designs for iOS and Android, ensuring accessibility and consistency across platforms.

Product Designer - Cint

10/2021-12/2024

- Designed and delivered end-to-end experiences across global consumer-facing and SaaS platforms, balancing user needs, technical constraints, and business objectives at scale.
- Played a key role in consolidating legacy tools into a unified platform, reducing complexity and operational overhead through thoughtful information architecture and workflow simplification.
- Led cross-functional design sprints and alignment workshops to resolve competing stakeholder priorities, define success metrics, and establish phased delivery strategies.
- Prioritized CSAT, usage data, and qualitative insights to advise design investments, contributing to customer satisfaction and retention.
- Regularly presented design recommendations to senior stakeholders, clearly articulating tradeoffs, risks, and customer impact to influence product and business decisions.
- Collaborated closely with Product Management and Engineering to shape roadmaps, define MVPs, and deliver high-quality, scalable solutions that supported revenue growth.

UX Design Intern - S&P Global

06/2021-08/2021

- Translated complex financial datasets from enterprise companies into clear, intuitive data visualizations, improving comprehension and faster decision-making for expert and non-expert users in a regulated financial environment.
- Synthesized insights from 24+ hours of usability testing to inform iterative design improvements and validate product decisions.
- Partnered with engineers and subject matter experts to deliver detailed design specifications, ensuring accurate implementation in a regulated enterprise environment.

UX/UI Intern - Chosn

03/2021-05/2021

- Led foundational discovery research, conducting in-depth user interviews to define the initial product vision, core user needs, and experience principles for an early-stage mental health platform.
- Designed the end-to-end MVP experience, including onboarding, core dashboard, and primary feature flows which directly supported successful fundraising of \$25,000 from early investors.
- Partnered closely with front- and back-end engineers in an agile startup environment, rapidly iterating on designs and shipping new features under tight constraints and evolving requirements.

EDUCATION

UX/UI Technical Bootcamp - *Thinkful* - 2020-2021

Bachelor of Arts | International Studies - *Colorado State University* - 2011-2015