PRODUCT DESIGNER

Gui Schmitt

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Experience

2023 → NOW

Klaviyo · Lead Product Designer

As the sole design of Klaviyo Reviews, brought a product-market fit proof of concept to the broader Klaviyo platform.

2021 → 2023

Klaviyo · Sr. Product Designer

Led the design of a major Email builder redesign, contributed to Klaviyo's design system and mentored designers joining, as the team scaled from 3 to over 60+ designers.

2018 → 2021

Klaviyo · Product Designer

As the sole designer in the mobile team, designed Push and SMS content builders - established new interaction patterns that influenced other products areas.

2014 → 2018

Intrepid / Accenture Digital · UX Designer

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

2012 → 2013

Aquiris Game Studio · Interface Designer

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

Education

2013 → 2014

Rochester Institute of Technology

Major: New Media Design. GPA 4.0. Brazil Scientific Mobility Program, fully funded scholarship program.

2009 → 2015

Universidade Federal do Rio Grande do Sul

Visual Design Major, Bachelor of Science Degree

SKILLS

User Experience

App / Product Design

Product Strategy

Web Design

Prototyping

Agile Process

Figma / Sketch

Adobe Suite

INTERESTS

All things interactive

Pixel art

Photography

Cycling, running

Videogames

HONORS

ApDesign Thesis Recognition Award

AnDevCon Guest Speaker

RIT's Dean List

FEATURED ON

Lovers Magazine ↗

Into Design Systems Conference ↗

OTHER

1 Second Everyday ↗

Klaviyo Design Podcast ↗