Jack Schutz Integrated Product Designer

Passionate product designer who creates user integrated experiences. Educational focus on the relationship between a product's physical aspects and user experience components though an Industrial Design and UXbased lens. Student organization experience in client consulting, crossfunctional teamwork and project management.

Education

B.S. in Product Design

University of Minnesota | Minneapolis, MN | May 2023

Experience

Customer Experience Internship

Lucy AI® | St. Louis Park, MN January 2023 - Present

- Develop Artificial Intelligence answer engine features to amaze, delight, and empower existing stakeholders based on their Lucy asking habits
- Create user interfaces for the profile section of the latest version of Lucy
- Hosted design discussions with a team of 8 internal stakeholders to understand how Lucy AI customers use the tool
- Design a strategic development guide for the expansion of Lucy profiles

Events and Outreach Officer

Product Design Minnesota | Minneapolis, MN September 2022 - Present

- Ideate, organize, and facilitate intra-disciplinary design events that engage students with the design community
- Plan, facilitate, and execute a Holiday Craft Fair in which students made \$7,050 in profit for their small business'
- Design and send email campaigns to notify over 250 students about upcoming product design events

Product Development Internship

Bim Bam Boo Paper | Minneapolis, MN May 2021 - August 2021

- Developed & launched a Pride Month toilet paper collection focused on issues that non-binary individuals face in gendered restrooms
- Applied varying methods of 3D form development to design and manufacture a soap product that stood behind brand values
- Explored future growth opportunities in cyclical packaging industry

Design U Crash Course Division Director

University of Minnesota | Minneapolis, MN May 2019 - September 2022

- Led first year students through an agile development process to provide research and insights to nonprofits in the Twin Cities
- Volunteered design services for five pro-bono projects spanning the course of six semesters (3 years)
- Advised executive committee about professional development and networking opportunities for students

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Proficiencies

Empathetic and Research Based Design Methods • Business Strategy Creative Problem Solving • Agile Development Process

Project Coordination • Time Management • Communication Continuous Learning • Collaboration

Skills

Adobe Creative Suite • Sketching & Rendering • CAD Software • SolidWorks Creo • Alias • Figma Rapid Prototyping • Hi-Fidelity Model Making • Large Format Plotting and Printing

Student Affiliations

Design U - Division Director Cross Functional · Client Work · Leadership

Design Student and Alumni Board Professional Development · Event Planning

Net Impact Ecology in Business · Social Justice · Advocacy

PDMN - Events Coordinator Intra-disciplinary Event Coordination · IDSA

Awards

Andersen Design Blitz 4th Place

MIN-CORPS MVP Challenge Grant

Target Marketing and Ideation Program