

# AMANDA SCHMUTZLER

## DESIGN MANAGER

### EDUCATION

M.A. PSYCHOLOGY  
OPTION: HUMAN FACTORS  
California State University, Northridge

B.A. PSYCHOLOGY  
MINOR: CHILD DEVELOPMENT  
California State University, Chico

### SKILLS

USER EXPERIENCE DESIGN   
USER INTERFACE DESIGN   
AGILE METHODOLOGIES   
USER RESEARCH   
FIGMA / AXURE / SKETCH   
RAPID PROTOTYPING   
ADOBE CREATIVE SUITE 

### EXPERTISE

INFORMATION ARCHITECTURE  
WEB / SOFTWARE USABILITY  
MOBILE / TABLET USABILITY  
USABILITY TESTING  
PERSONAS / USER MODELING  
ACCESSIBILITY

### WORK EXPERIENCE

MAR 2020

PRESENT

#### Design Manager (01/22-Present) | Senior UX Designer (03/20-01/22) | [Capital One](#)

Working to make the auto loan process an efficient and seamless experience by utilizing user centered design. I work closely with product management and engineering to research and validate problems or solutions, review designs, and look for ways to deliver impactful designs to improve the car buying process for all parties involved.

JAN 2018

MAR 2020

#### Senior UX Designer | [Kaiser Permanente](#)

Contributed to improve the overall user experience for the medical industry. I worked closely with my product managers, developers and design team to create and build UI/UX comps and prototypes for web & mobile devices. I ensured everything was ADA compliant so that customers can access care anytime, anywhere.

JAN 2017

JAN 2018

#### Senior UX Designer | [The Walt Disney Studios](#)

Worked on a team to transform user experience for Disney employees & "bring the magic inside." Responsible for bringing the business strategy to life through enterprise product solutions. Defined UX strategy, platform specific designs, interactive prototypes, research and testing for the residuals payment system & the Disney music CMS.

NOV 2013

DEC 2016

#### UX Designer | [McGraw Hill Education](#)

Responsible for solving interface design problems, creating intuitive designs & enhancing user experience for all web-based products used in K-12, higher education, and consumer markets. Lead usability tests incorporated with rapid prototyping to validate concepts.

JUN 2011

NOV 2013

#### Interaction Designer | [Extron Electronics](#)

Defined software requirements, behaviors, and workflows. Created both low & mid-fidelity prototypes using various prototyping applications to deliver interaction and behavioral requirements. Worked with stakeholders & developers throughout the entire development process. Conducted usability tests & performed user research.

MAY 2010

AUG 2010

#### UX Analyst | [User Centric Inc.](#)

Pinpointed problems, gathered insights, conducted focus groups & usability sessions for health activity monitors.

### LOCATION

Thousand Oaks, CA

### CONTACT

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amanda.schmutzler@gmail.com

### PORTFOLIO

www.amandaschmutzler.com