

Noah Schilling

PRODUCT DESIGNER • noahschilling.com

Milwaukee, WI • 262-290-6988 • noah@noahschilling.com • linkedin.com/in/noah-schilling

SUMMARY

Product designer with a systems mindset, working at the boundary between design and engineering. Currently at an industrial automation manufacturer, designing alongside mechanical and controls engineers on products built for real working conditions. I turn dense information, hard constraints and ambiguous requirements into clear, usable systems, and I ship them.

CORE SKILLS

UX Research • User Research • Prototyping • Interaction & Information Architecture • Visual & UI Design • Design Systems • Accessibility • Figma • Adobe Creative Suite • Claude Code • Cross-functional Collaboration

EXPERIENCE

Product Designer, ACRO Automation Systems

Milwaukee, WI | Sept 2025 – Present

- Led the full website redesign, improving user experience and increasing inbound inquiries by 1.4× while boosting dwell time by 28%.
- Established ACRO's core UI component system in Figma, including typography hierarchy (H1–H3, body), button states, and reusable component shapes, creating a foundation for the website and future product work.
- Leading the information architecture for an 80-person SharePoint migration, interviewing daily users to define a two-tier structure replacing 10+ disorganized network drives.

Independent Project, The Ramyun.Zip

Aug 2026

- Designed and built the ordering and inventory system replacing nine spreadsheets for a five-location food distributor, working with the employee who runs its ordering desk.
- Ended an active vendor search: they cancelled demos with a \$249/month platform after the beta met their needs. Runs at no cost, with no vendor dependency.
- Separated order requests from stock allocation to remove a concurrency risk, and documented interaction behavior and design rationale for every decision.

Graphic Designer, ACRO Automation Systems

Milwaukee, WI | July 2022 – Sept 2025

- Oversaw social media, video, and photo campaigns that shaped how customers experienced the brand.
- Built and launched the company's first brand book, creating unified design standards across digital and print.

Contract Designer, StoryLinq

Oct 2021 – Feb 2022

- Partnered with founders to evolve early-stage wireframes into a production-ready UI, helping define the product's visual language and interaction patterns.
- Created a scalable icon and graphic system to support usability and consistency.

Design & Media Intern, ACRO Automation Systems

Milwaukee, WI | May 2018 – May 2021

- Contributed to design and media initiatives while learning to align design decisions with engineering constraints in a B2B manufacturing environment.

EDUCATION

University of Wisconsin-Milwaukee, BFA, Digital Communication and Design, 2022

Codecademy, HTML & CSS, 2023