# PATRICK D. SCHUMACHER

**Target roles: Lead / Staff Product Designer | Enterprise Experience Strategy | Product Discovery**

schumacheruxdesign@gmail.com | linkedin.com/in/schumacherux | schumacherux.com

## Summary

Enterprise product and experience designer with 10+ years in UX and a longer foundation in visual communication. Leads discovery, research, systems mapping, facilitation, and prototyping across retail technology, Payments, Credit, Finance, Human Resources, Supply Chain, and enterprise platforms. Known for making complex systems understandable, aligning cross-functional teams, and translating ambiguous problems into validated product direction and delivery-ready structures.

## Core Capabilities

Product Strategy and Discovery | Enterprise UX Strategy | Systems Thinking | Service Design | User Research and Synthesis | Interaction Design | Journey Mapping | Prototyping | Design Systems | Accessibility | Workshop Facilitation | Stakeholder Alignment | Executive Communication | Mentorship | AI-Assisted Prototyping

## Experience

### The Home Depot

*Senior UX Designer, Enterprise UX* | *Sep 2016–Mar 2026*

- Led product discovery, UX strategy, research, and experience design across enterprise products spanning Finance, Human Resources, Supply Chain, Payments, Credit, and Technology.
- Initiated and facilitated a cross-functional AI-assisted UX–Engineering sprint, demonstrating 11 of 13 credit workflows and 60+ UI pages in seven development days; Engineering separately estimated 3–6 months for comparable conventional UI work.
- Established a component-to-workflow model for the sprint, structured user stories, and paired UX with Engineering to scale reusable design-system components into an application-wide demonstration while retaining human review of generated output.
- Led system mapping and cross-team alignment for specialty checkout retirement planning with 50+ partners, synthesizing existing product information across 24 systems owned by 16 participating teams to clarify dependencies and capability ownership.
- Co-defined research priorities and led planning and logistics for the broader FAST initiative within HR, which reached 90 interviews across 50+ store and warehouse locations. As sole UX designer for attendance, shaped implemented Variance Log improvements for reviewing and correcting records with a traceable change history.
- Led journey management across a fragmented credit ecosystem, expanding the planning model from Acquisition, Application, and Usage into a ten-stage lifecycle spanning Awareness through Cancellation.
- Created and socialized a credit account-management planning framework that connected compliance, security, friction reduction, trust, and loyalty goals to initiatives and capabilities; prepared decision points with the Credit product management team and Engineering for epics and stories.
- Partnered with design and engineering leaders on shared design-system direction across five HR products; proposed and framed a component exercise that gained Engineering support and led to editable interface demos in meetings.
- Began a supply-chain modernization effort with vendor research, then created service blueprints, journey maps, and personas; used effort versus expected benefit to align feature priorities around different vendor needs.
- Researched leave-of-absence and password-reset self-service. Leave research informed proactive status, benefits, and document communications beyond the website MVP; that fast follow was in progress when I left the team.

## Visual Systems Experience

**The Home Depot**

*Senior Graphic Designer, HR and IT | Sep 2009–Sep 2016*

- Architected and governed a 23,000-asset digital library, establishing enterprise standards for consistent, scalable visual reuse.
- Designed 80+ icons for in-store interfaces, creating a standardized visual system for associate-facing applications.
- Led design concepts for 30+ internal technology brand identities, balancing usability, recognition, and organizational visual alignment.

## Earlier Design Experience

- Art Director · The Titan Agency · 2005–2009
- Production Supervisor · Sign-A-Rama, Sandy Springs · 2004–2005
- Publications Specialist · University of South Carolina Housing · 2003–2004

## Education

- University of South Carolina, Columbia · BA, Liberal Arts, Graphic Design and Studio Art
- General Assembly · UX Design Immersive

## Tools and Technology

Figma | Figma Make | Axure RP | Miro | Jira | Confluence | Adobe Creative Cloud | ChatGPT | Claude | Gemini | Microsoft Copilot

## Recognition

- The Home Depot Best in Technology Award
- 50+ Homer Awards, The Home Depot’s peer-nominated recognition for leadership, collaboration, innovation, and customer impact