Max Berger

Product Designer

Contact

www.mberger.co
maxbergerco@gmail.com
/in/maxbergernyc

Education

Interaction Design Foundation
Specializations in Human-Computer Interaction & Behavioral Neuroscience

G.W. Hewlett High School
Advanced Capstone Research Diploma
GPA: 4.0

Skills

User Experience
Software Design
Information Architecture
Visual Design
User Research
Prototyping
Design Systems
Roadmapping
Project Management

Certifications

Human-Computer Interaction
Georgia Institute of Technology (In Progress)

Professional Scrum Master (PSM 1)
Issued by Scrum.org

Design Thinking for Innovation
Issued by University of Virginia

Financial Markets
Issued by Yale University

Experience

Negotiatus   7/21 - Present
Product Designer

Negotiatus is a SaaS product for streamlining spend and procurement
- Owning Negotiatus' order management feature, leading re-design efforts through restructuring of information architecture (IA) and UI

Harvard University Glassman Lab   4/21 - Present

Human-Computer Interaction Researcher

- Research Assistant for the Glassman Lab at Harvard University
- Designing and researching data visualization methods for electronic health records and large data corpora with MassGeneral Hospital

Stealth Blockchain Startup   3/20 - Present
Founding Design + Product

Stealth startup building a B2B platform using blockchain & NFTs
- Joined founding team to scope product requirements, define visual language, and design MVP

Edgeinvest   3/20 - 6/21
Founder & CEO

AI-powered products to enable investments in meaningful companies
- Oversaw product development, hired & managed engineering team, conducted user research, and developed product roadmap

Vendr (YC S19)   5/20 - 9/20
Product Designer

Vendr is an end-to-end spend solution for software procurement
- Shipped V1 and V2 of new Deal Room product, used by thousands of stakeholders, in addition to multiple new product features
- Conducted user research & testing sessions with customers and industry professionals

Plato (YC W16)   4/20-5/20
Product Designer

Plato is a platform for employees to receive external mentorship
- Worked with Product & Engineering teams to re-design user flow and information architecture of a major feature within Plato's platform
- Utilized user research to scope product requirements and translate product requirements to design ideation