Max F. Spencer

UX / UI Designer - Boston, MA

(857)243-0649 | https://mfspen.github.io/Portfolio/ | spencer.max@northeastern.edu

SKILLS

Languages: HTML | CSS | C++ | Java | Arduino | Python | JavaScript (React, Angular, D3.js, three.js) | Node

Software: Figma | Sketch | Adobe Experience Manager | Photoshop | Illustrator | InDesign | Airtable | Wordpress

WORK EXPERIENCE

Product Design Intern   *John Hancock*

Boston, MA   *May 2023 – Present*

- *Synthesized UX and UI principals to design for Multilife, a new product, impacting over 3.5 million users.*
- *Audited and re-designed existing interfaces to adopt a newly deployed interface system.*

UX / UI Design and Data Planning Co-op   *Genentech*

South San Francisco, CA   *May 2022 – February 2023*

- *Pioneered a new system for data acquisition and analysis to standardize information from 1000+ sources across 4 continents.*
- *Designed UX & UI for a replacement cloud-based storage and security system.*
- *Presented and implemented a new department wide software development strategy.*

Chief Designer   *Generate Product Development*

Boston, MA   *August 2021 – May 2023*

- *Quickly extracted complex UX problems and proposed rigorous UI solutions for the best possible cross platform experience.*
- *Collaborated with developers and designers alike to engineer the most effective solution possible.*
- *Managed and mentored 35 designers across 9 projects.*

UX / UI and Visual Design Co-op   *Brigham and Women's Hospital*

Boston, MA   *June 2021 – January 2022*

- *Deployed front end systems and employed front end UX & UI strategies for app development (BEI APP).*
- *Collaborated in a multi-disciplinary environment to create high level design solutions.*

EDUCATION

Northeastern University, Boston, MA   Sept. 2019 - Present

Teaching Assistant, Data Visualization Technologies 1 & 2   Jan 2023 – May 2023

College of Arts, Media and Design

Bachelor of Fine Arts in Design, User Experience   *Expected 2024*

Master of Science in Data Visualization & Information Design   *Expected 2025*