



Max Wright

Product Designer

📍 Los Angeles, CA
📞 (310) 486-6371
✉ Max.Wri@gmail.com

🌐 MaxisWright.com
🌐 LinkedIn.com/in/MaxisWright
🌐 GitHub.com/blukoi

Highly motivated product designer with 3+ years of experience in visual communication, collaboration, & project management. **Skilled at bridging user research with design thinking methodologies** to craft design solutions that drive business goals. Excited to apply expertise with industry-standard tools to a meaningful mission.

SKILLS

- **UX/UI:** User Experience Design, User Interface Design, User Research Methods, Design Patterns, Accessibility
- **Design Tools:** Figma, Figjam, Adobe Creative Cloud (Photoshop, Illustrator, InDesign, AfterEffects)
- **Code:** HTML, CSS, JavaScript, Frameworks (CSS and JS)
- **Development:** Git, GitHub, File Versioning, Visual Studio
- **Collaboration Tools:** Atlassian, Slack, Miro, Zoom
- **Productivity:** Google (Docs, Slides, Sheets), MS Office

WORK

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| Product Designer | Stealth Mode Startup (Los Angeles, CA) | Nov. 2024 - Present |
| <ul style="list-style-type: none">• MVP-stage startup building a desktop-based productivity app.• Planned & conducted user interviews & contextual analysis to validate the problem/opportunity statement. | | |
| Teaching Assistant | Art Center College of Design (Pasadena, CA) | May 2023 - Dec. 2023 |
| <ul style="list-style-type: none">• Mentored 20 students in UX design principles & visual communication with feedback in design workshops through each phase of problem definition, brainstorming, iteration, & user testing of concept development.• Encouraged collaborative development, proactive communication, & dedication to user-focused design to help students convert design research, product discovery, & insights into brand-appropriate, innovative solutions.• Replaced outdated content, utilizing motion design in Adobe AfterEffects for an onboarding video, for 120 new students with a focus on project planning & time management. | | |
| UX Designer | Mars Inc. Sponsored Studio Project (Pasadena, CA) | May 2023 - Aug. 2023 |
| <ul style="list-style-type: none">• Collaborated in a multi-disciplinary team with graphic designers & industrial designers.• Led efforts for a strong user focus for a new target audience by combining qualitative user research (user interviews, contextual inquiry), comparative analysis, & current state assessment to drive strategic insights & design directions.• Designed consumer-facing product design concepts, web/mobile applications, service design, & product strategy.• Translated focus groups, customer requirements, & use cases through agile methodologies to find new opportunities, validate product improvements, & refine concepts utilizing an iterative design process with a strong attention to detail.• Delivered detailed design guidelines, style guide slide decks, physical prototypes, & mockups/photography. | | |
| Visual & UX Designer | Freelance (Los Angeles, CA) | Mar. 2018 - Apr. 2021 |
| <ul style="list-style-type: none">• Utilized heuristics & usability testing to optimize information architecture & refine site maps to create a low-friction experience. Interfaced with engineers to understand and articulate technical requirements. Ensured successful implementation leading to an improvement of time on task & increased conversion rates.• Tailored creative solutions by applying expertise in visual design standards, color theory, & typography. Produced digital design, imagery, style guides, visual identities, & print collateral as needed. | | |
| Manager | BevMo (Los Angeles, CA) | Nov. 2015 - July 2021 |
| <ul style="list-style-type: none">• Monitored performance data analysis (KPIs), customer needs, & industry trends for data-driven budget decisions in a high-volume beer department, which drove 10%+ yearly sales increases.• Employed customer service techniques, such as open-ended questions, honest conversations, & creative problem-solving, to enhance customer satisfaction & boost sales by 35%+ at peak. | | |

PROJECTS

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| UX/UI Design | Desktop App — Typeface Design (Pasadena, CA) | 2023 |
| <ul style="list-style-type: none">• Conducted market research to identify AI industry trends & pain points. Sketched wireframes, a user-friendly interface, & process flow diagrams. Conducted A/B testing & surveys to refine insights into a Figma prototype. | | |
| Mobile UI Design | Mobile App — Pseudo-Social Media (Los Angeles, CA) | 2022 |
| <ul style="list-style-type: none">• Shaped wireframing, card sorting, & user journey map into a consistent design system, user interactions, microinteractions, storytelling, & high-fidelity clickable prototype using Adobe Illustrator & Figma. | | |

EDUCATION

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| • Bachelor of Science in Interaction Design — Art Center College of Design | 2021 - 2023 |
| • Associate of Science in Graphic Design — Santa Monica College | 2017 - 2020 |