



MAX WRIGHT

INTERACTION DESIGNER

📍 Los Angeles, CA
📞 (310) 486-6371

✉ Max.Wri@gmail.com
🌐 MaxisWright.com

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

Human-centered, data-driven **UX/UI designer** with expertise in visual design, front-end coding, & retail management — transitioning into UX with a **BS in Interaction Design** — eager to craft empathetic digital experiences, take on complex challenges, & drive meaningful change.

EDUCATION

2021 - 23

Art Center College of Design Bachelor of Science

Pasadena, CA
Interaction Design

- **Automotive UX:** Explored automotive technology & how translation of user needs affects HMI & software design.
- **Human Computer Interaction:** Refined heuristic evaluations, **usability testing**, surveys, & user-centered design.
- **Visual Interaction Design:** Developed skills in design research (interviews, user journeys, archetypes), sketches, wireframing, user flows, **design systems**, design patterns, storyboards, & **Figma prototypes**.

2017 - 20

Santa Monica College Associate of Science

Santa Monica, CA
Graphic Design

EXPERIENCE

2023

2023

Art Center College of Design Teaching Assistant

Pasadena, CA

- Mentored 20 students, providing feedback in design reviews, encouraging a **teamwork environment & open communication**, & motivated development through discovery, ideation, & iteration of design solutions.
- Replaced outdated content, delivering visual presentations & utilizing motion graphics in a video, for 120 new students while focusing on project management, work ethic, & collaboration.

2023

UX Designer (Sponsored project — Consumer pet food company)

- Utilized **user research, surveys, & market analysis** to ideate proposals for new target markets; produced & presented product concepts, packaging, product strategy, & digital design for mobile apps.
- Adapted user needs, focus groups, & business requirements for iteration & continuous improvement.
- Delivered written design specifications, style guides, mockups, photography & videos to the sponsor.

2018 - 21

Freelance Graphic & Web Designer

Los Angeles, CA

- **Web Design:** Collaborated with client to **identify usability issues** to improve customer experiences by reducing friction. Executed a full overhaul, including visual language & website strategy. Delivered briefs articulating concepts & usage to ensure a successful launch, contributing to the client's early retirement within three years.
- **Graphic Design:** Expertise in design principles, color theory, typography, & visual communication for start-ups & small businesses. Crafted brand identity, advertising, & print collateral **tailored to their positions & goals**.

2015 - 21

2018 - 21

BevMo Head Clerk (Manager)

Los Angeles, CA

- Managed high-volume beer department. Using **financial data analysis & market trends**, allocated \$12K-\$30K budgets across 10+ distributors which drove **10%+ yearly sales increases**.

2016 - 18

Interim Lead (Manager on Duty)

- With **-0.4%** sales volume upon promotion, applied analytics & customer service techniques (approachability, empathy, open-ended questions). Boosted sales to **+34.9%** at peak & maintained strong sales.

2015 - 16

Associate

2012 - 14

Mad Plus One (now PlayFull, inc.) Product Designer

Los Angeles, CA

- Innovative design of website to highlight engineering team. Shifted to consumer-facing **mobile app** with **icons, asset development, & animations**. Developed adaptability as a problem-solver in a fast-paced environment.

SKILLS

User Experience Design (UX)
User Interface Design (UI)
Qualitative Data
Quantitative Data

High-Fidelity Prototyping
Responsive Design
Design Thinking
Figma

Adobe Creative Suite • Photoshop
Illustrator • InDesign • AfterEffects
Visual Studio Code
Web Standards & Accessibility

Front End Development • GitHub
HTML • CSS • Tailwind
JavaScript • Vue.js
Collaboration Tools (Miro • Trello)