



# Max Wright

## Product Designer

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### SKILLS

#### User Experience Design:

- UX/UI Design, Design Thinking
- Design Systems/Design Patterns, Responsive Design
- Accessibility

#### Design Tools:

- Figma, Figjam
- Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects)
- ProCreate

#### Front-End Development:

- VS Code, GitHub (Version Control)
- Coding Languages: HTML, CSS, JavaScript
- Frameworks (Vue.js, Nuxt, Tailwind)

#### Productivity & Collaboration Tools:

- Google Docs (Google Slides, Docs, Sheets), Keynote, Microsoft Office Suite (Word, Excel, Power Point)
- Project Tracking (Jira, Trello)
- Slack, Miro, Zoom

### EDUCATION

#### Bachelor of Science: Interaction Design

- Art Center College of Design
- 2021 - 2023

#### Associate of Science: Graphic Design

- Santa Monica College
- 2017 - 2020

### PROJECTS

#### UX/UI Design — Desktop App (2023)

- Produced a user-friendly Figma prototype, validated by A/B testing, by researching emerging trends in AI & iterating sketches, wireframing, & process flows.

#### Mobile UI Design — Mobile App (2022)

- Created a consistent design system, visual language, & user interfaces by editing user journey maps & user flow diagrams into high-fidelity prototypes & storyboarding.

I'm a **mission-driven product designer who excels at applying insights to build scalable design systems & intuitive microinteractions**—bringing 3+ years of experience in visual design, front-end coding, & fast-paced collaboration. I'm passionate about contributing to impactful solutions & highly motivated to continue growing in the field.

### WORK

#### Product Designer

Nov. 2024 - Present

Stealth Mode Startup

Los Angeles, CA

- Early-stage startup developing a desktop app & web applications to streamline personal productivity workflows.
- Advocating for **empathetic, user-centered design by conducting exploratory user research (user interviews, user behavior analyses, contextual interviews)** to inform product & visual development.

#### UX Designer

May 2023 - Aug. 2023

Mars, Inc. (Sponsored Project)

Pasadena, CA

- Refined the new customer experience through collaborative work in a multi-disciplinary design team.
- Produced product design concepts, web-based mobile apps, & product strategy, for a new target market, by combining **qualitative user research (user interviews, competitive analysis, observations) with quantitative data (market trends, surveys)**.
- Synthesized **customer feedback, use cases, & user requirements** to guide **iterative design in an agile development environment**.
- Delivered presentation materials to internal stakeholders by creating detailed design specifications, style guides, & high-fidelity comps.

#### Teaching Assistant

May 2023 - Dec. 2023

Art Center College of Design

Pasadena, CA

- **Mentored 20 students in UX design principles—with a focus on user-centered, creative solutions—by providing feedback through design reviews** & guidance across the end-to-end process.
- Fostered a **collaborative environment & proactive communication** while helping students refine research, frame problems, & solicit feedback to craft innovative design solutions with brand consistency.
- Updated out-of-date content for 120 new students by **leveraging motion design in Adobe After Effects** to create a video, animations, & presentations focused on project planning & time management.

#### Visual Designer & UX Designer

Mar. 2018 - Apr. 2021

Freelance

Los Angeles, CA

- Increased conversion rates & reduced time-on-task by conducting heuristic audits & usability testing to optimize information architecture. **Collaborated with engineers to ensure design implementation.**
- Delivered visual identity, digital assets, & print collateral to meet diverse client needs by applying **expertise in color theory, typography, layout design, & visual design standards.**

#### Manager

Nov. 2015 - July 2021

BevMo

Los Angeles, CA

- Contributed to annual sales increases of 10% by **monitoring business data analytics, customer needs, & consumer trends** to drive data-driven budget decisions.
- As beer buyer, increased sales volume by 35%, maintained positive sales, & improved the customer experience by **applying customer service techniques like open-ended questions & product expertise.**