MAX WRIGHT
INTERACTION DESIGNER

⌖ Los Angeles, CA ✉ Max.Wri@gmail.com in LinkedIn.com/in/MaxisWright
📞 (310) 486-6371 🌐 MaxisWright.com ○ GitHub.com/blukoi

I'm a human-centered, data-driven **UX/UI designer** adept at visual design, front-end coding, & team management — transitioning into UX with a **BS in Interaction Design** — & I'm eager to craft empathetic digital experiences, ready to solve complex challenges, & dedicated to driving meaningful change.

RELEVANT EXPERIENCE

— Teaching Assistant   Art Center College of Design   2023   Pasadena, CA
- — Partnered with teachers to mentor 20 students, leading design reviews to provide feedback & guidance, encouraging **a collaborative environment & communication**, & motivated teams through discovery, ideation, iteration, & development of innovative solutions.
- — Replaced outdated content, delivering visual presentations & utilizing motion graphics in an onboarding video, for 120 new students with a focus on strategic project management & advocating for students to listen & collaborate.

— UX Designer   Art Center College of Design   2023   Pasadena, CA
- — Sponsored student project with a consumer pet food company
- — Utilized a systematic approach of **user research, contextual inquiry, & competitive analysis** to ideate proposals for new target markets; produced concepts for product design, packaging design, web based apps, & product vision.
- — Implemented insights from focus groups, customer feedback, & business requirements to drive **variation & iterative design**.
- — Pitched ideas & delivered written design specifications, style guides, mockups, photography & videos to internal stakeholders.

— Graphic & Web Designer   Freelance   2018 - 21   Los Angeles, CA
- — **Web Design:** Collaborated with client to **identify usability issues** to create a frictionless customer experiences. Executed a full overhaul, including wireframing, information architecture, visual language & website strategy. Delivered creative work briefs to engineers to improve launch success from concept to implementation, contributing to the client's early retirement.
- — **Graphic Design:** Expertise in design principles, color theory, typography, layout design, & visual communication for start-ups & small businesses. Crafted brand identity, advertising, & print collateral **catered to their positions & goals**.

— Manager   BevMo   2015 - 21   Los Angeles, CA
- — Managed high-volume beer department. Using core **business metrics & industry trends**, allocated $12K-$30K weekly budgets across 10+ distributors which drove **10%+ yearly sales increases**.
- — With **-0.4%** sales volume upon promotion, applied data analytics & customer service techniques (approachability, empathy, open-ended questions). Boosted sales to **+34.9%** at peak & maintained strong sales.

— Product Designer   Mad Plus One (now PlayFull)   2012 - 14   Los Angeles, CA
- — Innovative concept of website to highlight engineering team. Shifted to support consumer-facing **mobile app** with **iconography, asset development, & animations**. Developed adaptability as part of a multidisciplinary design team in a fast-paced environment.

EDUCATION

— Bachelor of Science in Interaction Design   Art Center College of Design   2021 - 23   Pasadena, CA
- — **Rapid Prototyping:** Explored 3D modeling (SolidWorks, Cinema 4D), AR/VR, & designing for emerging software technologies.
- — **Automotive UX:** Researched different approaches to HMI, visual language, in-vehicle infotainment design, & intelligent systems.
- — **Information Design:** Explored data visualization & effective but aesthetic information presentation.
- — **Human Computer Interaction (HCI)**: Refined skills with heuristic analysis, **usability testing**, user surveys, & user-friendly design.
- — **Visual Interaction Design**: Developed skills in design research (user interviews, user journey maps, persona creation, archetypes), sketches, wireframes, site maps, user flows, **consistent design systems**, UI patterns, storyboards, & **Figma prototypes**.

— Associate of Science in Graphic Design   Santa Monica College   2017 - 20   Santa Monica, CA

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

High-Fidelity Prototyping
Responsive Design
Design Thinking
Web Standards & Accessibility

TOOLKIT
Figma
Adobe Creative Suite (Photoshop ·
Illustrator · InDesign · AfterEffects)
Visual Studio Code

Front End Development (HTML ·
CSS · Frameworks · JavaScript · Git)
Collaboration Tools (Jira · Trello)
Microsoft Applications