

Max DeLuca

Designer & Creative Technologist

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SUMMARY

Multidisciplinary designer with experience in UX/UI design, graphic design, product research, and creative technology. Skilled in translating ideas and user insights into engaging visual experiences through research, prototyping, and iterative design. Experienced collaborating with stakeholders, developing design solutions, and balancing visual storytelling with functionality across digital and physical experiences.

SKILLS

UX & Product Design: UX Research, User Interviews, Usability Testing, User Journeys, User Flows, Wireframing, Prototyping, Interaction Design, Accessibility, Figma, FigJam

Graphic & Visual Design: Brand Identity, Logo Design, Typography, Layout Design, Visual Communication, Digital Illustration, Procreate, Linearity Curve, Adobe Creative Suite

Technical: HTML, CSS, JavaScript, JSON, AI/LLM Evaluation, Data Annotation

Research & Collaboration: Competitive Analysis, Product Strategy, Stakeholder Communication, Feedback Synthesis, Cross-Functional Collaboration

EXPERIENCE

GameGlory - Lead UX Designer | October 2026 - Present

- Lead UX discovery for an esports organization's website, evaluating content, navigation, audience needs, and opportunities to improve the user experience.
- Conduct competitive research and synthesize findings into organized recommendations for website structure and content.
- Collaborate directly with the founder to define project priorities, communicate recommendations, and develop deliverables within an evolving project scope.

Extern - Product Management Extern (BeReal) | September 2026 - Present

- Selected for an 8-week product management externship focused on analyzing BeReal's user experience and identifying product engagement opportunities.
- Conduct user journey analysis to identify product friction, user behaviors, and opportunities for improving the end-to-end product experience.
- Evaluate competitive products and user experience patterns to inform product strategy and feature opportunities.
- Develop skills in user research, product strategy, prototyping, and iterative product development while translating findings into product recommendations.

SealStream LLC. — Graphic Design & AI Intern | July 2026 – August 2026

- Designed and iterated the company's visual identity, developing logo concepts, typography, and color palettes using Procreate and Linearity Curve.
- Collaborated with stakeholders to refine logo designs through feedback, delivering a final design selected for company branding.
- Developed and evaluated conversational AI datasets using structured annotation criteria to support model training and alignment.

AIxDisability — UX Design Intern | April 2025 – October 2025

- Applied UX research and human-centered design principles to evaluate usability, accessibility, and clarity across an AI-supported education platform.
- Identified user experience friction and translated findings into design and content decisions that improved accessibility and comprehension.
- Collaborated with stakeholders to iterate on product experiences based on user needs, feedback, and project requirements.

EDUCATION

New York University, Tisch School of the Arts | BFA, Interactive Media Arts | Minor, Web Programming and Applications | 2021-2025

Relevant Coursework: User Experience Design, Web Development and Programming, Networked Media, Capstone