

Max Bischoff

Product Designer

Commerce Experiences · Interaction Design · UX Research

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Profile

Product Designer with 5+ years of experience designing digital commerce experiences and complex applications. I combine UX research, interaction design, and visual design to simplify user journeys, improve product discoverability, and deliver solutions within business and technical constraints.

Professional Experience

Finanz Informatik

Customer Journey Manager

Münster, Germany
Jan 2026 – Present

- Design end-to-end experiences for complex financial applications, from problem discovery and concept development to prototyping, usability testing, and high-fidelity UI design.
- Plan and conduct moderated and unmoderated usability studies, translating research findings into actionable design improvements.
- Analyze existing customer journeys and create detailed Figma designs and interaction specifications to support development.
- Identified inefficiencies in the project's UX workflow and independently proposed improvements to project leadership.

Ubisoft Blue Byte

UX / UI Designer

Düsseldorf, Germany
Aug 2021 – Dec 2025

- Designed storefront interfaces and shopping experiences for *Tom Clancy's Rainbow Six Siege*, focusing on product discovery and live-service commerce.
- Led the UX redesign of Elite Bundles, addressing poor discoverability through clearer product naming, more prominent placement, and improved presentation.
- Independently designed commerce-related features and reward interactions, addressing edge cases while balancing user needs and business requirements.
- Collaborated with engineers and stakeholders to deliver UI solutions within technical constraints and established design guidelines.

Core Skills

Product & UX Design

Interaction Design, User Flows, Information Architecture, Wireframing, Prototyping, Visual UI Design, UX Research, Usability Testing

Tools

Figma, UserTesting, Miro, Jira, Adobe Illustrator, Adobe Photoshop

Collaboration

Cross-functional Product Development, Stakeholder Communication, Design Handoff

Education

B.Sc. Creative Media & Game Technologies

Saxion University of Applied Sciences

Enschede, Netherlands
2021

Languages

German — Native
English — Fluent