

Max Bischoff

Product Designer

Commerce Experiences · Interaction Design · UX Research

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Profile

Product Designer with 5+ years of experience across live-service gaming and financial technology. I specialize in turning complex requirements into intuitive user experiences, combining UX research, interaction design, and visual design with a practical understanding of business goals and technical constraints.

Professional Experience

Finanz Informatik

Customer Journey Manager

Münster, Germany
Jan 2026 – Present

- Design end-to-end user 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, synthesizing qualitative feedback into actionable design improvements.
- Analyze existing customer journeys to identify usability issues, simplify complex user flows, and improve the overall experience.
- Create detailed Figma designs and interaction specifications to support implementation by engineering teams.
- Independently proposed improvements to the project's design workflow and presented recommendations to project leadership.

Ubisoft Blue Byte

UX / UI Designer

Düsseldorf, Germany
Aug 2021 – Dec 2025

- Designed user-centered interfaces and interactions for *Tom Clancy's Rainbow Six Siege*, focusing on the in-game store and live-service commerce experiences.
- Led the UX redesign of Elite Bundles, improving product discoverability through clearer naming, prominent placement, and refined presentation.
- Designed commerce-related features and reward interactions, balancing player needs, business requirements, and technical constraints.
- Collaborated with developers, monetization stakeholders, and cross-functional teams to bring design concepts into released product features.

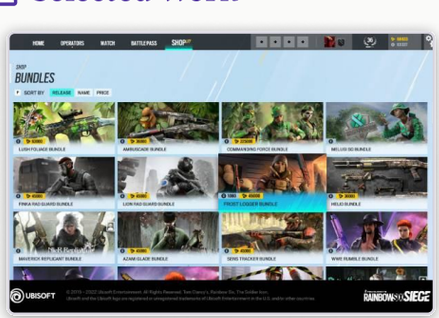
Core Skills

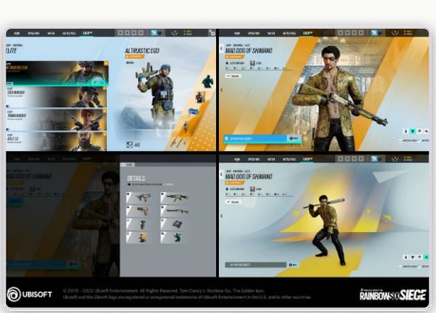
Product & UX Design
Interaction Design, User Flows, Information Architecture, Wireframing, Prototyping, Visual UI Design, UX Research, Usability Testing

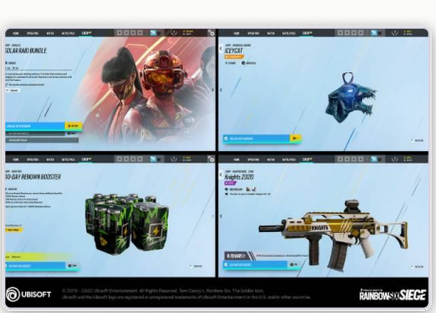
Tools
Figma, UserTesting, Miro, Jira, Adobe Illustrator, Adobe Photoshop

Collaboration
Cross-functional Product Development, Stakeholder Communication, Design Handoff

Selected Work







View published UI work here

Education

B.Sc. Creative Media & Game Technologies

Saxion University of Applied Sciences · 2021

Enschede, Netherlands
2021

Languages

German — Native
English — Fluent

Active guitarist and musician with a strong interest in music technology, instruments, and digital product experiences.