# Max Hu

# **Product Designer**

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### **ABOUT ME**

I'm an insight-driven product designer who transforms ambiguous ideas into thoughtful, research-backed design strategies and elegant end-to-end experiences. I work closely with crossfunctional partners to shape product direction, define scope, and deliver high-impact features.

#### **EDUCATION**

# **University of Toronto**

Class of 2023

Master of Information, UX Design

# **Rhode Island School of Design**

Class of 2021

Bachelor of Fine Arts with Honours, Industrial & Product Design Computation, Technology, & Culture Concentration

## **Brown University**

2018-2019

**Computer Science** 

#### **SELECTED SKILLS**

# Design

Product Design · Interaction Design
User Testing & Research · Wireframing
Prototyping · Journey Mapping
Workshop Facilitation · Design Systems
Stakeholder Management · Accessibility

#### **Tools**

 $\label{eq:figma} \begin{array}{l} \textbf{Figma} \cdot \textbf{Sketch} \cdot \textbf{Miro} \cdot \textbf{Webflow} \\ \textbf{Adobe Creative Suite} \cdot \textbf{Microsoft Office} \\ \textbf{HTML} \cdot \textbf{CSS} \cdot \textbf{Javascript} \end{array}$ 

#### **EXPERIENCE**

#### **Toast**

#### Product Designer, 2025.3 - Present

- Leading end-to-end designs for Toast Benchmarking, a product that enables restaurant owners to benchmark their performance against industry peers through intuitive and data-rich interfaces.
- Designing core features like Sales Projection and Performance Score that transform complex performance metrics into clear visualization and actionable insights.
- Shaping product-led growth opportunities that promote key features, drive adoption, and grow ARR.
- Spearheading UX research by developing research plans, advocating for best UX research practices, and synthesizing insights to guide product and design decisions.
- Collaborating cross-functionally to ensure product quality and drive design-led initiatives across the end-to-end experience.

# **Loblaw Digital**

#### Product Designer, 2023.5 - 2025.3

- Designed for the end-to-end customer journey on PC Express and various internal tools on the GenAl team.
- Lead and owned the full UX lifecycle from journey mapping, explorations, iterations, user research, prototyping, to MVP designs for multiple major initiatives, such as Collect & Save, and launched them to success.
- Contributed to LD's Helios design system while maintained the design system on PC Express to ensure visual consistency.
- Contributed to driving fulfillment plan adoption and overall customer satisfaction while fulfilling business needs and goals.
- Elevated my skills in product & service design, user research, technical fluency, and stakeholder management.

# Associate Product Designer, 2022.5 - 2022.12

- Reimagined how shipping costs and timelines are presented to customers for Loblaw's Marketplace to drive conversion that also improved seller profitability.
- Assumed the responsibilities of a Senior Product Designer and owned the design process from initial designs to launch.
- Collaborated closely with engineering and product partners to improve the customer experience while balancing technical constraints, stakeholder requirements, and business needs.
- Contributed to the hiring and onboarding of a Senior Product Designer who assumed my role at the end of my co-op term.