**MAX MA**

**Lead UI Designer**

**Blizzard Entertainment**

As the Lead User Interface designer for *Hearthstone*, Max Ma is responsible for the interaction experiences for the game’s content and features across its desktop, tablet, and mobile phone clients.

Max joined Blizzard in 2014 as a Senior UI Designer on the *Hearthstone* team. He previously worked on games like *Transformers Legends* and *Zynga Poker*, and ran his own app development startup in San Francisco.

When he’s not hard at work making *Hearthstone* look and feel just right, Max can be found enjoying coffee, cooking up a delicious new dish, or exploring his interest in design through photography, fashion, and interior design.