

Max Tinh Stauss

Creative technologist and interaction designer. 3 internships, 17 months at BMW Group in Munich and Silicon Valley. I prototype how people work with AI in cars and on devices: in mixed reality, with hardware and in code.

Available from November 2026, full-time. U.S. and German citizen, no visa sponsorship needed. Open to relocation in Europe and the U.S.

max-stauss.com

[Live demo: max-stauss.com/klangraum](https://max-stauss.com/klangraum)

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Experience

BMW Group: 3 internships, 17 months (2024 - 2025)

UX Engineer, Intern Jun 2025 - Oct 2025

BMW Group Technology Office, Silicon Valley (Mountain View, CA)

Built real-time systems for adaptive in-car experiences: a generative image pipeline in TouchDesigner and live music with Magenta RT, steered by physical controls.

Integrated them into one multimodal in-car prototype. Contributed to three BMW patent filings (*confidential*).

Contributed to an experimental project with an external entertainment partner (*confidential*).

UX Designer, Intern Sep 2024 - Feb 2025

BMW Group Technology Office, Silicon Valley (Mountain View, CA)

Designed in-car concepts for personalization through generative images and music, using ComfyUI and ControlNet to keep outputs consistent with design rules.

Built capacitive-sensing prototypes with Arduino for new touch surfaces in the cabin.

Creative Technologist, Intern Mar 2024 - Aug 2024

BMW Group Research and Innovation Center (FIZ), Munich

Designed and built a mixed-reality application (Unreal Engine, Meta Quest 3, Apple Vision Pro) to plan BMW's CES 2025 stand, a car interior at many times its real size, at full scale before it was built.

Tested sizes and variants with the team in MR and decided on proportions, including how the head-up display reflects under realistic light.

The app let design, engineering, manufacturing and suppliers agree on one decision. It was used by BMW executives up to board level, and I supported the premiere of BMW Panoramic iDrive at CES 2025 in Las Vegas.

Independent concept work on future steering wheel interaction (*confidential*).

Optician 2018 - 2022

Funk Eyewear, Berlin and Auge & Ohr, Rottweil

Apprenticeship at Funk Eyewear (2018 - 2021), then optician at Auge & Ohr. Custom eyewear fitting and consultation, precise manual work on frames and lenses.

Outside work

Calisthenics, basketball, skateboarding, Muay Thai and Brazilian Jiu-Jitsu. I also produce music.

Education

B.A. Interaction Design

HfG Schwäbisch Gmünd, graduated July 2026

Grade 1.9 on the German scale (1.0 is best)

Exchange Semester

University of Technology Sydney, 2025

Projects

Senzu 2024

Handheld instrument, with Viktor Strömberg

Form studies in foam and paper, then a working prototype: Arduino in a 3D-printed housing with keys, drum surfaces and a touch display.

orca 2026

Bachelor thesis, team of three

Learning app and furniture system. I designed and built the app (React) and tested it with eight students; two usability fixes went into the app.

Klangraum 2025 - 2026

Solo project, live demo online

Phone-first web app: drag a map of genres and Google's Lyria RealTime plays the blend live. Compared 12 AI music tools, built 8 prototypes, rebuilt in 5 days with an AI coding agent.

Skills

3D and XR

Blender, Unreal Engine, Meta Quest 3, Apple Vision Pro

Real-time and generative

TouchDesigner, ComfyUI, Stable Diffusion, Magenta RT, Lyria RealTime

Physical prototyping

Arduino, capacitive sensing, 3D printing, foam models

Design and code

Figma, Adobe CC, Python, TypeScript, React, AI coding agents

Languages

German, native
English, fluent