EunLim Kim

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EDUCATION

Georgia Institute of Technology, Atlanta, GA

Aug 2021 - Dec 2023

MS in Digital Media, Concentration: Human Computer Interaction

GPA: 4.0/4.0

Coursework: User Research, Qualitative and Quantitative Research, UX/UI design, Design and Production Skills

Product Management Boot Camp, Online

May 2022 - Aug 2022

Completed from Georgia Institute of Technology

Coursework: Agile Methodologies, Product RoadMap and Backlog, Market Analysis, Data Analysis, KPIs

University of Rochester, Rochester, NY

Jan 2017 - Dec 2020

Bachelor in Computer Science, Concentration: Human Computer Interaction

Coursework: Data Analysis, Data Structure, Artificial Intelligence, App development, Web development

PROJECTS

Generation Access - Georgia Tech

June 2022

- Collaborated with a team of 3 to produce a credit card product prototype to educate dependents about financial literacy and budgeting.
- Developed user personas, user stories, and value proposition canvas based on demographic and psychographic data to inform product marketing and design
- Clarified the product's direction by charting a vision board, keeping end users in mind, and creating a wireframe of 6 mobile bank app screens.

CheckPoint - Georgia Tech

Dec 2021

- Ideated a mobile app to alleviate discontinuities in Mental Behavioral Health (MBH) patients' treatment journey.
- Gathered insights through qualitative interviews with two experts from the Huntsman Mental Health Institute.
- Built a prototype in Figma with 5 key features: doctor's follow-up recordings, messaging, nearby resources, calendar, and notifications, based on extensive data gathering.

Rochester Student Housing Website - University of Rochester

May 2020

- Programmed a website with .NET web APT framework, HTML, CSS, JavaScript, and SQLite.
- Investigated housing users' pain points through a quantitative survey of 50 students living in university housing, analyzing the data using statistical methods.
- Integrated 4 key features such as roommate matching, dorm reviews, community features, and login with Facebook into the website design.

EXPERIENCES

Soo Young Catholic Church, Korea

March 2021 - July 2021

Volunteer/Tutor

- Tutored groups of 13 underserved students twice a week for a total of 40 sessions.
- Designed and executed lesson plans for 40 sessions and evaluated the progress of 13 students weekly, recording improvement in excel.

USIS, Ulsan, Korea

Sept 2018 - Nov 2018

Internship (Drone Manufacture)

- Created a 20-page manual for GNU GetText consisting of 130 lines of code, in Python, PHP, and Java, to internationalize the product for team members.
- Developed a translation tool using GNU GetText in Python, translating over 2000 words between Korean and English.
- Supported a design team to develop new structure of the website and proposed ideas on how to improve the user experience based on UX design principles

Consumers Union of Korea, Korea

June 2017 - Aug 2017

Consumer Research Intern

- Conducted thorough analysis of 500 consumer complaints and 100 injury reports related to baby products, resulting in improved product safety and satisfaction.
- Systematically organized and categorized data in Excel, resulting in clear and concise representations of correlations between company, complaint volume, injury type, and product type.
- Utilized RStudio to create informative statistical charts and graphs, highlighting key trends and insights, leading to a 50% increase in informed decision-making.

SKILLS

Software: Figma, Invision, Tableau, PostgreSQL, Excel, PowerPoint, SmartSheet, Jira, Confluence, ProductPlan **Programming Languages:** Python, SQL, R, JavaScript, PHP, Java, Swift, C#

User Research & Design Skills: Qualitative and Quantitative User Research, UI/UX Design, Google Analytic