
Veronika Kim

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Career Target: UX/UI Designer

UX/UI Designer experienced in creating and solving visually aesthetic solutions that enhance customer experiences. Dedicated to analyzing users needs and pains and offering solutions that ensures that the end-to-end customer journeys meet desired targets and outcomes. Skilled in user research, information architecture, user interface design, and visual design.

Key Skills: Business Requirements | Market Research | User Research | Surveys | Interviews | Information Architecture | User Flows | Sitemaps | Wireframes | Prototyping | User Testing | User Interface Design | Visual Design | Figma | AdobeXD | inVision | CSS/HTML/JavaScript

PROFESSIONAL EXPERIENCE

UX/UI Designer | InterSpark | Feb 22 - Present

- UX/UI Designer for an IT service company InterSpark
- Design products and services for B2C, C2C businesses across various fields and industries
- Provide design solutions that satisfy user needs, fulfill business requirements, and adjust to technological constraints
- Responsible for building information architecture, user interface, and visual design across the web and native apps
- Collaborate with product owners, project managers, business analysts, and developers to help define project and product requirements.

Graphic Designer | Graphite Design Studio | 2019-2021

- Graphic / Editorial Designer for a creative design studio
- Used Adobe Photoshop, Illustrator, Indesign to create designs for publication, packaging, social media, data visualization, and visual branding.
- Worked with marketing, social media teams, graphic, product, motion graphic designers to identify problems and opportunities and offer visual solutions to meet business goals and objectives.

EDUCATION

UX Design Certificate | CareerFoundry

Gained a fundamental understanding of the Design Thinking principles and research methods through a 10-month intensive UX Design program. Gained industry skills and was trained to use tools to conduct user research, build information architecture, and design intuitive user interfaces. Apart from technical skills, learned presentation, and communication skills as well as tools and techniques for working in a team and collaborating with stakeholders.

INTERESTS

- Art and Literature. Developing an eye for aesthetics and harmony by studying art and exploring literary fiction.
- Games and Creativity. Playing video and board games, analyzing game mechanics, user interaction and user experiences.

- Personal growth and Learning. Learning about culture, society, psychology, politics, and history through works of greatest intellectuals and creatives.
- Travel and Culture. Challenging existing beliefs by trying new things, meeting new people, and exploring other perspectives.