

# Alex Kim

— UX/Product Designer —



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## Education

### University of California San Diego

- Class of 2017
- Major: Cognitive Science
- Gpa: 3.39



## Skills

### Design

- Adobe Creative Suite
- Prototyping
- Storyboarding
- User Interviews/Testing
- Data collecting

### Technical

- HTML/CSS
- Java
- Matlab
- Google Analytics



## About Me

“Hello! My name is Alex Kim and I am a UX/Product designer. I believe that design is my calling because design is ultimately about making good choices and that is an aspiration worth pursuing.”



## Work Experience

### SYSTRAN Software

#### Design Consultant Intern | 07/16 – Present

- Collaborate with the marketing team to create visuals for SYSTRAN products (webpages, advertisements, slides, and brochures) to see increase SYSTRAN's online conversion rate.
- Provide heuristic evaluations and feedback for new SYSTRAN products and webpages to maintain optimal user interactions.

### UCSD University Center

#### House Manager | 07/15 – Present

- Leading a team of 6 other designers, my team and I designed the message board that has been in place and operating for the last 6 months in our office. This has helped our staff more efficiently communicate with one another.
- As a veteran manager, delegate tasks to address client needs and create a clean and presentable environment at UCSD's University Center.

### Undergraduate Communications Society

#### Graphic Design Board Member | 06/16 – Present

- Design and brand events hosted by the on-campus organization UCS to promote events and UCS as a whole.
- Collaborate with the communications department to plan and host events in order to bring students and professionals in the field together.

### Redeemer Presbyterian

#### Graphic Designer | 05/15 – 10/16

- Designed posters, flyers and facebook banners for Redeemer Presbyterian's College Ministry to promote Redeemer throughout UCSD's campus.



## Projects

### idea8

#### UX designer, Graphic Designer, Coder | Fall 2015

Tackling the problem space of creativity (it's hard to have creative ideas), Our team went through the design process in order to create a mock app. After spending time researching our users, interviewing them and testing our solutions with them we coded our app using HTML and CSS.

### GetRead

#### UX designer, Graphic Designer | Winter 2016

Making sharing books a fun and easy way to express yourself! In a team of 3, I had the opportunity to collaborate with my colleagues from the Computer Science and Engineering department to create a mobile application that aimed to help UCSD students spread empathy.