



Hello, Justin here!

UX & Product Designer

Los Angeles, CA

Contact

heyjustinkim.com

heyjustinkim@gmail.com

626-235-4369

Skills

DISCIPLINES

- UX Design
- UI Design
- UX Research

DESIGN METHODS

- Wireframes
- Interactive prototypes
- Low/high fidelity mock-ups

DESIGN TOOLS

- Figma
- Adobe Creative Suite
- Microsoft Office

USABILITY TESTING

- Usability studies
- User surveys
- User interviews

Education

University of California at San Diego

Graduated 2019

B.S. in Cognitive Science – HCI

Personal

[DIA Design Guild](#)

Jan. 2022 – Present

Mentor, Community Organizer

[San Gabriel Valley User Experience](#)

Sep. 2019 – Present

Community Organizer

I'm a UX and product designer with experience in AI usability, UX auditing, and project management.

I specialize in game UX and design, particularly with AI and UX components, to create immersive digital storytelling in the games industry.

When I'm not designing you can find me playing video games or reading a detective story.

Experience

DIA Design Guild LLC

July 2021 – Present

USER EXPERIENCE DESIGNER

JULY 2021 – PRESENT

Leading and working with senior experts and junior apprentices on researching, designing, and developing solutions for clients' business needs.

Research: Investigating problems and related factors by conducting UX audits and assessments, creating product ecosystem and journey maps, interviewing and testing designs with target users and stakeholders, mapping content structure and relationships, and recommending ideal tech stacks to determine core user needs and design requirements.

Design: Iterating upon possible solutions that incorporate problems, needs, and requirements found during research phase by drafting layouts based on content structures in low-fidelity wireframes and visualizing the intended user experience using high-fidelity mockups to rapidly prototype the final deliverable.

Development: Implementing designs into fully interactive experiences by coding the designs in HTML5 and CSS3 on clients' chosen platform or assembling designs in tools such as Webflow to deliver to clients tangible solutions that address related problems and needs.

Content: Contributing content for monthly newsletter updates by drafting, editing, and publishing blog posts and articles to engage with subscribers and maintain DIA's online presence.

PROJECT MANAGER, GAME CLUB

OCT. 2021 – PRESENT

Founder and head of the DIA Game Club, a place for discussing games.

Formerly known as the DIA Game Studio.

Encouraging an accessible game making philosophy by running the DIA Game Jam format to help busy folks prototype small games together using a different tool each month. In addition to making games, participants can also analyze or make assets for them.

Keeping subscribers updated on the club's activities by publishing blog posts



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summarizing game jam activities and sharing them in the monthly newsletter updates.

Figma Tutoring (Remote) Apr. – Aug. 2021

INSTRUCTOR

Independently taught UX professionals how to use Figma for UI Design. (Not affiliated with Figma, Inc.)

Created custom lesson plans to address individual student needs, explained and demonstrated various tools and example workflows, answered questions regarding improving efficiency, clarified conflicting mental models.

Result: Students gained increased confidence and Figma proficiency.

Portfolio Redesign Jan. 2021 – Present

USER EXPERIENCE GENERALIST (UX DESIGNER, UI DESIGNER, FRONT-END DEV.)

Iteratively improving my portfolio site one UI component at a time.

Rebuilt, redesigned, and rebranded website to showcase my updated portfolio.

Learned HTML5 and CSS3 for the Bootstrap framework to implement a responsive and appealing website, wrote and edited new content for case studies to precisely and concisely demonstrate work experience.

Result: Responsive online portfolio and foundation for learning further front-end development.

World IA Day Los Angeles Org Jan. – Mar. 2022

LEAD ORGANIZER

Took on a last minute request to spearhead organizing WIAD's Los Angeles sessions.

Coordinated with sponsors and speakers to efficiently arrange preparations and align expectations, recruited volunteers to assist with running the event smoothly, managed the marketing and attendant teams by onboarding team members and directing them on various tasks, built and tracked forms for speaker info, ticket sales, etc.

Hosted event using public speaking skills to introduce speakers and topics and moderate questions.

Result: Ensured WIAD '22 LA ran smoothly to encourage important discussions on accessibility and inclusion in information architecture and user experience, secured financial donations from sponsors to fund future WIAD LA events, maintained presence of Los Angeles location's activity to maintain budget from previous years, forged new partnerships with WIAD to bolster future sessions.



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Altum Inc. (Remote)

Nov. 2019 – Oct. 2020

USER EXPERIENCE GENERALIST (UX DESIGNER, UI DESIGNER, UX RESEARCHER)

Improved product's user experience with limited resources and tight deadlines by taking on multiple roles as a UX generalist.

Worked with a cross-functional Agile team to determine product requirements, designed wireframes, mockups, implemented interactive prototypes in Figma, ran usability tests, generated graphical assets, mapped out user flows, plan design tasks, established foundation for a design system, conducted user interviews for refined need finding, did market research via competitor analysis and cross-industry design analysis.

Result: Grew AI product from an MVP-state to a full-fledged SaaS product.