
HYORIM KIM

EXPERIENCE

DESIGNER I @UX DESIGN CLINIC

ANN ARBOR, MI (JAN '17-APR '17)

UXDC is an organization that offers term-long client-based design projects to local startups and businesses. Served a term-long client as a team of designers to build the groundwork for multiple stages of the software design process such as: identifying the problem, brainstorming, designing, testing, and building prototypes. Successfully presented and delivered high-fidelity prototypes to the client.

CO-FOUNDER & DEVELOPER @STEPFOR LLC

ANN ARBOR, MI (JUN '15-CURRENT)

StepFor is a revolutionary mobile platform that helps translate steps into donations to charities, backed by corporate sponsors.

- Designed Android and web applications and the visual assets required for development
- Successfully raised grant funds from various startup competitions: optiMize Social Innovation Challenge (\$5,000 finalist), Michigan Business Challenge: Social Impact Track (\$7,500 2nd)
- Engineering the web analytics platform currently in development

SOFTWARE DESIGNER & DEVELOPER

(AUG '13-CURRENT)

Self-taught Android development and serviced various university research projects and built software.

- Created "Mind the Moment", an app that utilizes the Empatica E4 wearable device to gather health data from participants. This project served a joint behavior research of Dr. Noelle Leonard of New York University and Dr. Donna Coffman of Penn State University
- Created "CPU Temp" a device CPU temperature tracker app, for a research project conducted by Northern Illinois University
- Currently working part time as an iOS designer for a research project team at the Institute of Social Research under Dr. Predrag Klasnja

CREATIVE DIRECTOR @FRIENDSLEARN INC

SAN JOSE, CA (MAY '12-AUG'13)

- Developed and launched an educational game that teaches children about nutrition and healthy eating habits
- Directed a team of 4 artists to successfully create and launch game on Android and iOS
- Designed and conceptualized every 2D art asset for the production of the game
- Successfully raised \$50,000 from launching a Kickstarter campaign
- Represented and showcased the startup at various Silicon Valley startup conferences: DEMO 2012, Goldman Sachs Global Education Conference at Stanford University

EDUCATION

UNIVERSITY OF MICHIGAN

School of Information

B.S. in Information - UX Design Path

- Dean's List (WN16, FA16)

Ann Arbor

Expected Grad. May 2018

SKILLS

DOMAIN KNOWLEDGE

- project management
- web development
- concept design
- Android SDK
- wire-framing
- prototyping
- user flows

SOFTWARE

- Google App Engine
- Android Studio
- Photoshop
- XAMPP
- Sketch3

PROGRAMMING

- php & mySQL
- html & css
- Javascript
- Python
- C/C++
- Java