

Jay Kim

UI/UX Designer



Portfolio



design.jay8675@gmail.com



Website



LinkedIn

skills.

Design

User Experience (UX) / User Interface (UI) / Product / Graphic / Web / Print

Development

React / JavaScript / HTML5 / CSS / Sass / SCSS

Tools

Figma / Adobe XD / Photoshop / Illustrator / Git / Github

experience.

Graphic Designer Binnerri Presbyterian Church

July 2017 – Present

- Created all visual assets associated with websites, campaigns, events, and services.
- Designed brand identity, typography, color, layouts, graphics, and digital design.
- Collaborated closely with church leaders to create design solutions that deliver high-quality creative content to over 400+ audiences across the organization.
- Worked in a time-sensitive environment across multiple projects.

Sr. UI/UX Designer OTA World LLC

April 2021 – January 2023

- Led team members to implement product design strategy, and was responsible for improving all design projects by mentoring other designers.
- Communicated project status with owners and stakeholders to ensure alignment with business requirements and project goals.
- Managed projects in an agile environment to ensure on-time delivery to clients.

UI/UX Designer OTA World LLC

January 2020 – April 2021

- Applied a human-centered design approach to all parts of the design process, including design research, design thinking, wireframing, prototyping, and visual design.
- Designed user interfaces from concept to finished product for web-based platforms including desktop, tablet, and mobile.
- Developed front-end products using HTML, CSS, and JavaScript, and delivered products to clients and over 100+ merchants for e-commerce marketing.
- Solved complex design problems using a mobile-first approach, responsive design practices, and testing techniques (A/B, usability, accessibility).
- Maintained a comprehensive style guide, visual components, typography, and code assets.

UI/UX Designer PIN Design Inc.

January 2017 – October 2017

- Designed user interface (UI) for custom websites, including site mapping, and prototyping.
- Built websites using a web content management system and platform (WordPress, Shopify) and customized layouts and styles by using HTML, CSS, and JavaScript.
- Collaborated directly with an art director as a business owner to establish a brand identity and cohesive visual style for each project.
- Worked under tight deadlines and handled a wide variety of projects.

Graphic Designer Ravis's Ware House

January 2014 – December 2014

- Created print materials to support corporate marketing and promote products and services.
- Refined product images for use in other graphics and digital media.
- Worked directly with stakeholders to align business needs, design concepts, iterate design content with feedback, and deliver the final projects.

Product Designer Pantech Wireless, Inc.

January 2011 – January 2012

- Executed all phases of the mobile design process from concept to highly polished design mockups.
- Practiced user-centered design methods, including user research, personas, user journey maps, storyboards, user flows, wireframes, and prototypes.
- Collaborated closely with managers and fellow designers to refine and improve ideas, communicate design decisions, and execute the product development process.
- Integrated design components to contribute to design systems.

education.**M.A. in Interaction Design** University of North Texas

2021 – 2022

B.F.A. in Art & Graphic Design Southern Methodist University

2017 – 2019

B.A. in Product Design Hongik University

2006 – 2010

