JAY KIM
UX ENGINEER

I am a UX engineer specializing in building scalable frontend products with great user experiences. Currently, I am focused on creating web products from design to development for companies, businesses, and non-profit organizations.

CONTACT

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SKILLS

Programming
- JavaScript
- React
- Angular
- TypeScript
- Node.js
- Express.js
- Sass / SCSS
- HTML5
- CSS

Design
- User Experience (UX)
- User Interface (UI)
- Visual
- Web
- Graphic

Tools
- Git
- Github
- Visual Studio Code
- Adobe XD
- Figma
- Adobe Photoshop
- Adobe Illustrator

EXPERIENCE

2017 – Present

Binnerri Presbyterian Church — UX Designer

- Create, implement, and maintain visual design elements for the church website.
- Establish and apply trends in visual design.
- Build the church website from the ground up using WordPress.
- Complete projects on time and deliver to clients according to church goals and objectives.

2020 – 2023

OTA World LLC — UX Engineer

- Led a design team to create and enhance all visual design, and optimize company websites.
- Designed and developed web product pages from the ground up using JavaScript, HTML, and CSS.
- Created global CSS to enforce a consistent style across Shopify e-commerce sites.
- Rebuilt the company's web pages initially written in HTML / CSS using JavaScript.
- Created social media graphics and run advertising campaigns on Meta platforms.

2010 – 2011

Pantech Wireless, Inc. — SKY Designer Community / Internship

- Executed all mobile design processes from concept ideas to build mock-ups.
- Created storyboards, user flows, and prototypes to explore interactions and design ideas.
- Collaborated with team members to implement new concept designs.
- Handled all composition, color, illustration, typography, and branding for 2 main projects.

EDUCATION

2022

University of North Texas — M.A. Interaction Design

Relevant Coursework / User Experience design, User Interface design, Design Thinking, Data Visualization + Information, Information Architecture, Service Design

2019

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

Relevant Coursework / Java, C++, Programming Concepts, Principles of Computer Science, Web Design, Visual Design, Graphic Design, Publication Design, Typography

2010

Hongik University — Design & Arts

Relevant Coursework / Product Research & Design, Product & Interaction Design, Product Planning, Visual Thinking & Expression, Design Management