

Justin Kim

UX Designer

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Experience

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| UX Team-lead, UX, & UI UCSD Global TIES Mar 2019 - June 2019 | Led team of 4 to organize narrative, redesign UI, and create testing guidelines for educational diabetes game to meet stakeholder needs by making lo-fi wireframes, moodboards and style guides, digital prototype (using Figma), and a usability testing and future plans report. |
| Team-lead, UI Coder, & UX Power Trip UCSD Mar 2019 - June 2019 | Developed interactive fiction game by leading team of 4 and programming UI using Twine, branching storytelling, and CSS to craft humorous take on life at UC San Diego to gain familiarity with game development process and leadership skills. |
| UX & Graphic Designer FeetFit Kiosk Jan 2019 - Mar 2019 | Focused on prototyping point-of-purchase kiosk for shoes as part of team of 4 in prototyping studio via user interviewing, personas, sketches, lo-fi wireframing, branding, physical and digital prototyping, and usability testing to develop cohesive product. |
| UX Designer Collaborative Guidebook Mar 2018 - June 2018 | Designed guidebook for facilitating teamwork among designers with team of 6 in cognitive design studio using ethnographic interviewing methods and human-centered design principles to understand problem space. |
| UX & Graphic Designer Design for America Sep 2016 - June 2017 | Designed handbook to help refugee students better integrate into American life by working with team of 6. Defined problem space, researched and interviewed with users, established goals, ideated concepts, and prototyped designs. |
| UX & UI Designer Come Together App Jan 2017 - Mar 2017 | Became fluent in design process for interaction design class by designing mobile web app with team of 3 using IxD methods and practices. Learned HTML/CSS, Javascript, and other web dev skills by completing weekly labs for building functioning website. |

Education

University of California, San Diego (Class of 2019)
Cognitive Science: Human Computer Interaction (B.S.)

Skills

Human Centered Design Process, User Experience Design, User Interface Design, User Research, Usability Testing, Game Development, Prototyping, Wireframing, Branding, Leadership, Graphic Design, Figma, HTML & CSS, Javascript