

Justin Kim

UX & UI Designer

Contact

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Education

Cognitive Science: Human-Computer Interaction (B.S.)

University of California,
San Diego (C/O 2019)

Skills

Human-Centered Design
User Experience
User Interface Design
User Research
Usability Testing
Game Development
Prototyping
Wireframing
Branding
Leadership
Graphic Design

Tools

Adobe Suite
Figma
HTML & CSS
Javascript

Certificates

Interpersonal
Relationships Seminar

References

References available upon
request.

Experience

UX Team-lead, UX and UI Designer

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, and UX Designer

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, strengthen knowledge of design process, and practice leadership skills.

UX and 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 for final presentation and pitch.

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 and 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 through weekly labs for building functioning website.

UX and 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.