

# JUN-HA KIM

ASPIRING UI/UX DESIGNER

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## EDUCATION

University of Illinois  
Urbana-Champaign

August 2023 – May 2027

BFA in Graphic Design  
BS in Information Sciences

GPA: 3.91/4.0

## SKILLS

### Design

Product Design  
Interaction Design  
Data Visualization  
Graphic Design  
Visual Design  
Illustration

### UX Methods

User Persona  
Journey Mapping  
Storyboarding  
Experience Prototyping  
Affinity Diagram  
Competitor Analysis  
Information Architecture  
User Interview

### Softwares

Figma  
Figjam  
Adobe Creative Suite  
Procreate  
Miro  
Microsoft Office

### Languages

English  
Korean

## EXPERIENCE

**UI/UX Designer** August 2023 – Current

*Undergraduate Research Apprenticeship Program* Champaign, IL

Conducted user research to identify strengths and pain points of mobile platforms. Gathered user insights, designed wireframes and prototypes (low/high fidelity) in Figma. Performed usability testing to refine designs.

**Undergraduate Researcher** January 2024 – May 2024

*Undergraduate Research Apprenticeship Program* Champaign, IL

Researched ecological design's effects on well-being; developed + tested green space simulations. Analyzed survey data to inform urban design improvements. Presented at Undergraduate Research Symposium.

**UX Design Intern** June 2022 – August 2022

*Scrip Companies* Bolingbrook, IL

Assessed graphic contents and UX of PDPs on three e-commerce platforms. Managed the PDP Content Improvement Project; created graphics for 250+ PDP using Adobe Suite and web content enhancement.

## PROJECTS

**Nom-Nom | AI Recipe App** January 2024 – May 2024

*Design Innovation Illinois* Champaign, IL

Analyzed competitor recipe apps, created user personas from student interviews. Researched AI for personalization, designed visual branding. Developed wireframes + (low/high fidelity) prototypes. Conducted two rounds of usability testing.

**Amtrak Redesign** September 2023 – December 2023

*Design Innovation Illinois* Champaign, IL

Analyzed competitor transportation apps. Interviewed Amtrak users to identify strengths and issues. Created user personas, wireframes, new information architecture. Designed 30+ high-fidelity prototypes with a team. Conducted usability tests to refine the design.