# **KEVIN KIM**

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UI designer with an eye for detail and a flair for graphical editing. Experienced in analytical review and visual web design. Previously worked in editing and analyzing user interfaces.

## **EDUCATION**

Certificate in UI Design Bachelor of Arts, Film and Digital Media CareerFoundry, 9-month course University of California, Santa Cruz

# **SKILLS AND TOOLS**

- User interface design
- Wireframing
- Adobe XD
- Visual Studio Code

- User research
- Prototyping
- Adobe Photoshop
- HTML

- User personas
- Usability testing
- Adobe InDesign
- CSS

- User flows
- Web development
- Sublime Text
- JavaScript

## **USER INTERFACE PROJECTS**

# **GamePlus**

August 2022 - September 2022

- An online marketplace app for retro video games.
- Crafted brand guidelines and elements to express a sleek and nostalgic identity.

**FindDine** 

April 2022 - June 2022

- A responsive restaurant-finding web app, designed for multiple screen sizes.
- Completed the project's UX and UI phases, identifying user issues and designing solutions.

#### '80s Reverb

March 2022 - April 2022

- A music player app that takes listeners back to the 1980s.
- Built the UI color scheme and elements to evoke the atmosphere of 1980s nightlife.

## TRANSFERABLE EXPERIENCE

#### **Content Review Analyst**

September 2017 - May 2021

BCforward, Mountain View, CA

- Analyzed high volumes of user profile content for social media policy compliance.
- Evaluated upwards of 300 tasks a day.
- Led a cross-functional team of 20 people in productivity metrics.

#### 2D Data and Touch Up Analyst

May 2017 - June 2017

Apple via Apex Systems, Cupertino, CA

- Performed QA tasks using internal mapping software in the beta phase.
- Inspected up to 10 rendered city blocks within Apple's 2D environment every session.
- Resolved software mapping issues with 1-day deadlines.