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

SKILLS AND TOOLS

- User interface design
- User research
- User personas
- User flows

- Wireframing
- Prototyping
- Usability testing
- Web development

- Adobe XD
- Adobe Photoshop
- Adobe InDesign
- Sublime Text

- Visual Studio Code
- HTML
- CSS
- 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.