Michelle Kim

PRODUCT DESIGNER

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education

HUMAN COMPUTER INTERACTION MASTERS, 2020

UNIVERSITY OF MICHIGAN

COGNITIVE SCIENCE BACHELORS, 2018

UNIVERSITY OF MICHIGAN

skills

DESIGN

Interaction Design
Design Systems
User Research
Visual Design
Accessible Design

TOOLS

Sketch, Figma
Adobe Creative Suite
Axure, InVision
HTML/CSS, Basic JS

experience

MAY 2019 — AUG 2019

UX DESIGN INTERN | LEXMARK

Redesigned Lexmark's internal web-app tool and supported design decisions with usability tests and user interviews.

The new design improved the workflow of 5000+ employees, demonstrated by a 36% improvement in the final usability test.

JAN 2019 — APR 2019

UX DESIGNER | MICHIGAN INFOLAB

Collaborated with other students to provide Comerica Bank with a style guide, wireframes, and mockups for a new internal communication tool. Design research included interviews and surveys.

JAN 2020 — MAY 2020

PRODUCT DESIGNER | THRIVE, MOBILE APP

Drove a user-centered, passion project from a mere product vision to a fully functioning, high fidelity prototype on Sketch.

JAN 2019 — APR 2019

UX DESIGNER | CLIENT: CNBC

Collaborated with other students to design mockups that addressed the usability concerns of the CNBC app 5.0.3. Research involved usability tests, A/B tests, and heuristics evaluations.

public engagement

MARCH 11, 2019

SPEAKER | DRUPAL CHICAGO CONFERENCE

Presented on the importance of digital wellbeing and designers' social responsibility to design for healthier behaviors.