

# Michelle Kim

## PRODUCT DESIGNER

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### education

#### HUMAN COMPUTER INTERACTION

MASTERS, 2020

UNIVERSITY OF MICHIGAN

#### BIOPSYCHOLOGY, COGNITION, & NEUROSCIENCE

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

### speaking

MARCH 11, 2019

#### DRUPAL CHICAGO CONFERENCE

"Digital Wellbeing & Ethical Design"

### 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 2020 — PRESENT

#### PRODUCT DESIGNER | THRIVE: EAT LESS MEAT

As the sole product designer, I led a user-centered, end to end design process to design an iOS app with an expected August 2020 launch in the App Store. I gained experience defining product strategy and collaborating with developers to establish an MVP.

JAN 2019 — APR 2019

#### UX DESIGNER | MICHIGAN INFOLAB (Client: Comerica)

Worked with stakeholders in FinTech to provide a solution within company constraints. Led ethnography and survey research to define business strategy. Deliverables included a style guide and mockups for a communication tool to increase engagement.

JAN 2019 — APR 2019

#### UX DESIGNER | COURSE PROJECT (CLIENT: CNBC)

Conducted a usability assessment for the CNBC iOS app 5.0.3.

Gained experience working remotely and effectively communicating with internal stakeholders using design artifacts such as, but not limited to, interaction maps and usability test reports.

JAN 2019 — MAY 2019

#### HCI & CSCW GRADUATE RESEARCHER | UMSI

Assisted professors with scraping quantitative data from Youtube.