# 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.

Improved the workflow of 5000+ employees, evidenced by increases in employee satisfaction ratings and usability scores.

#### 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.