Milim Kim-Sinoy

Front-End Engineer & Designer

Burnaby, BC, Canada
(604) 700-9404
milimkim@gmail.com
LinkedIn
Portfolio

EXPERIENCE

AirG Inc, Vancouver — *Product Designer*

March 2017 - January 2024

I conceptualized, designed, and refined user-centered products to enhance functionality and user experience.

Wooga, Berlin — *UI/UX Designer*

February 2016 - February 2017

I designed and optimized user interfaces and experiences for leading mobile games, improving usability and engagement.

Goodgames Studio, Hamburg — *UI/UX Designer*

May 2015 - January 2016

I crafted and improved user interfaces for a AAA game, boosting usability, player engagement, and immersion.

Relic Entertainment / SEGA, Vancouver — *UI Artist*

April 2014 - February 2015

I created and refined user interfaces for a AAA game, enhancing visual appeal, usability, and player experience.

EDUCATION

SheCodes.io, Online — *Front-End Diploma*

August 2024

Completed a Coding Bootcamp, mastering front-end and back-end development skills in JavaScript, HTML, CSS, and Python.

Brain Station, Vancouver — *Product Management Certification*

October 2019

Gained expertise in product development, strategy, and lifecycle management.

Centre for Digital Media, Vancouver — *Master of Digital Media*

September 2009 - April 2011

Master's degree with a specialization in Interactive Media Development.

DEV LANGUAGES / TOOLS

- HTML / CSS
- JavaScript
- Python
- React.js / Node.js
- Bootstrap
- VS Code / GitHub

DESIGN SKILLS

- UX / Product Design
- Product Management
- UI Design
- Figma / Sketch
- Adobe Creative

SPOKEN LANGUAGES

Proficient: English, Korean
Basic: German