Milim Kim-Sinoy

UX Product Designer

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SUMMARY

User-focused Product Designer with a strong foundation in product strategy, cross-functional collaboration, and delivering intuitive, impactful experiences. Skilled in translating complex problems into thoughtful, user-centred solutions through clear communication, creative thinking, and organized execution.

EXPERIENCE

AirG Inc, Vancouver — *Product Designer*

Mar 2017 - Jan 2024

- Led end-to-end design and development for **BrainTest, Mini-Me Kids, and UnlimitedGamez**, creating engaging and intuitive user experiences across web and mobile platforms.

- Collaborated with research partners to adapt **BrainTest for clinical studies**, designing flexible modules and backend tools to support diverse cognitive testing needs.

- Improved user onboarding and engagement for **Mini-Me Kids** by refining parental controls and enhancing usability for both children and parents.

- Redesigned core user flows in **UnlimitedGamez**, making the browsing and subscription experience more seamless and user-friendly.

- Streamlined internal tools and workflows, enabling faster content updates and more efficient customer support operations across multiple products.

Wooga, Berlin — *UI/UX Designer*

Feb 2016 - Feb 2017 / Jul 2011 - Jan 2014

Designed and optimized user interfaces and experiences for leading mobile games, including **Jelly Splash**, **Bubble Island**, and **Pocket Village**, enhancing usability and player engagement.

Relic Entertainment / SEGA, Vancouver — *UI/UX Designer*

Apr 2014 - Jan 2015

Designed gameplay experiences for **Company of Heroes 2: The Western Front Armies** and **Ardennes Assault**, enhancing mechanics, level design, and user flow to deliver high-quality player experiences.

EDUCATION

- SheCodes.io, Online Bootcamp, **Front-End Diploma**, 2024

- Brain Station, Vancouver, **Product Management Certification**, 2019

- Centre for Digital Media, Vancouver, **Master of Digital Media**, 2011

DESIGN SKILLS

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

DEV LANGUAGES / TOOLS

- HTML / CSS
- JavaScript
- Python
- React.js / Node.js
- Bootstrap

SPOKEN LANGUAGES

- Proficient: English, Korean
- Basic: German