| Milim Kim-Sinoy  Front-End Engineer & Designer | Burnaby, BC, Canada  (604) 700-9404  [milimkim@gmail.com](mailto:milimkim@gmail.com)  [LinkedIn](https://www.linkedin.com/in/milimkim/)  [Portfolio](http://milimkimsinoy.com) |
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| EXPERIENCEAirG 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. EDUCATIONSheCodes.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 |