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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*Mobile software company creating social discovery and entertainment apps with a global user base / 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*Leading mobile gaming studio specializing in narrative-driven casual games Feb 2016 - Feb 2017 and 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*Award-winning game developer known for immersive real-time strategy and action games 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 |