



# Tim Kim

Web Developer



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## Skills

### Development

- HTML, CSS, JavaScript, Node.js, Vue.js, React, Redux, JQuery, Svelte.js
- Webpack, Rollup, Gulp, Parcel
- MongoDB, Firebase, Express.js
- Wordpress, Netlify, Heroku
- VS Code, Chrome dev tools, Browserstack

### UX

- Wire mock-ups, hi-fidelity mock-ups
- Affinity Diagramming
- Persona development
- User journey development
- Heuristic evaluation
- Usability testing
- Site-mapping
- User flows

### Collaboration

- Github, Bitbucket, Gitlab
- Slack, Trello, Asana, UberConference, Skype, Invision, Google Drive

### Tools

- VS Code
- Codepen
- Chrome Dev Tools
- Figma
- Github
- Invision
- Adobe Illustrator
- Sketch

## Education

- GENERAL ASSEMBLY  
June 2016 - Sept 2016  
User Experience Design Immersive
- UNIVERSITY OF WASHINGTON  
2002-2006  
Communications (BA)

## Experience

### Web Developer/ UX/UI Designer

QUDO Creative  
2018 - Present

- Developed websites/apps using an array of JavaScript frameworks and libraries such as Vue.js, Svelte.js, and Rivets.js
- Decided on technology stacks based on client goals, constraints and current trends
- Created hi-fidelity mock-ups
- Highly involved in product planning, design and UX strategy

### UI Development Coordinator

Indigo Slate  
Feb 2019 - October 2019

- Coordinated UI developer resources for all projects requiring development
- Maintained several production sites for clients like Microsoft, VMware & Concur
- Assisted in facilitation of communication between project participants
- Managed off-shore development team to maintain project health and quality
- Improved teamwork by facilitating designer/developer collaborative review activities

### UX Designer

Freelance  
2018 - 2019

- Led the UX research and redesign of a national telecommunications company website
- Coordinated and conducted user and stakeholder interviews.
- Conducted comparative & competitive studies and developed a user persona
- Produced user flows and a user journey
- Created wireframe mock-ups with Sketch App and implemented them into a prototype using Invision