



# Tim Kim

UX/UI Developer/Designer



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## Skills

### Collaboration

- Functional Team-Planning
- White-boarding workshops
- Github, Bitbucket, Gitlab
- Slack, Trello, Asana, UberConference, Skype, Invision, Google Drive

### Development

- Front-end: HTML, CSS/SCSS, JS, Node.js, Vue.js, Redux, jQuery, React
- Build-tools: Webpack, Rollup, Gulp
- Back-end: MongoDB, Firebase, Express
- Deployment: Wordpress, Netlify, Heroku

### UX

- Competitive/Comparative Analysis
- User & Stakeholder Interviews
- Wire mock-ups, hi-fidelity mock-ups
- Affinity Diagramming
- Persona development
- User journey development
- Heuristic evaluation
- Usability testing
- Site-mapping
- User flows

### Tools

- Adobe CC Suite
- Sketch
- VS Code
- Codepen
- Figma
- Github
- Invision
- Firebase
- Stripe

## Education

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

## Experience

### Web Developer/ UX Designer

QUDO Creative  
2018 - Present

- Designed and created hi-fidelity mockups
- Developed websites using an array of Javascript frameworks/libraries: jQuery, Vue.js, Rivets, Svelte, React.
- 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
- Built and maintained several production sites using Vue.js & Node.js
- Assisted in facilitation of communication between project participants
- Managed off-shore development team to maintain project health and quality
- Improved teamwork by facilitating design/developer collaborative reviews

### UX Designer

Freelance  
2018 - 2019

- Led the UX research and redesign of Arvig's business & residential websites.
- Coordinated and conducted all the user and stakeholder interviews.
- Conducted comparative & competitive studies, developed a user persona and created user flows and a user journey
- Created wireframe mock-ups with Sketch and implemented them into a prototype using Invision