

Tim Kim | Web Developer

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SKILLS

Frontend Development

HTML/CSS/JavaScript,
Vue.js, Svelte.js, React.js,
Redux, Rivets.js, Node.js,
jQuery, Webpack, Rollup,
Gulp, Parcel

Tools

Visual Studio Code,
Codepen, Chrome Dev
Tools, Browserstack, Figma,
Invision, Adobe Illustrator,
Sketch

Collaboration

Github, Gitlab, Slack, Trello,
Asana, Invision, Figma,
Microsoft 365, Google Suite

EXPERIENCE

Web Developer | UI/UX Designer at QUDO Creative 2018 - Present

My role as UI/UX designer and developer tasked me with designing and developing projects from concept to deployment:

- 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 mockups
- Highly involved in product planning, design and UX strategy

UI Development Coordinator at Indigo Slate

February 2019 - October 2019

As UI Development Coordinator, my responsibilities largely focused on managing our off-shore development teams' efforts and raising the quality of work to meet the demanding standards for our high-end clients:

- Coordinated UI Developer resources for all projects requiring development
- Maintained several production sites for clients like Microsoft, VMware & Concur
- Assisted in the 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 that produced user flows and user journeys to inform the redesign effort
- Created wireframe mock-ups with Sketch App and implemented them into a prototype using Invision

EDUCATION

June 2016 - Sept 2016

GENERAL ASSEMBLY

User Experience Design Immersive

2002 - 2006

UNIVERSITY OF WASHINGTON

Communications (BA)