

Zach Park UX/UI Design

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summary

Expert UX/UI Designer with experience modernizing healthcare access and improving patient outcomes for government and private healthcare systems. Proficient in Figma, Sketch, & Adobe Creatives and seeking to leverage expertise in user research, wireframing, prototyping, hifi design, usability testing, design systems to drive measurable improvements.

experience

Agile Six, Civic Tech

Sr. UX Designer, October 2021 - March 2025 (San Diego)

Designed patient check-in mobile platform, collaborating closely with VA stakeholders.

Key contributions included:

- Conducting design discovery to understand user needs and inform design strategy.
- Designing comprehensive wireframes, user flows, and high-fidelity UI mockups.
- Advocated human-centered design across stakeholder and engineering teams.
- Developing and maintaining a design system tailored to the VA check-in app.
- Contributing to the evolution of the USDS/VA design system through component refinement and development.

Thermo Fisher Scientific, Digital Engineering

Sr. UX Designer, October 2019 - October 2021 (Carlsbad)

Enhanced customer "Find-Decide-Buy" experience for eCommerce and rDNA applications. Key contributions included:

- Designing user-friendly interfaces for eCommerce and rDNA applications.
- Optimizing workflow for online ordering while leverage existing UI feature capabilities.
- Conducting thorough user research and usability testing to address user needs.
- Advocating human centered design approach with stakeholders.
- Actively contributing to the TFS design system's development and maintenance.

3M, Healthcare

Sr. Visual Interaction Designer, March 2019 - October 2019 (St. Paul, MN)

Designed next-gen UX for an end-to-end health information system (EHR to billing).

Key contributions included:

- Conceptualizing *Clinical Documentation Improvement (CDI)* UX improvements.
- Conducting user research and competitive benchmarking.
- Collaborating on design system refinement.

CDI is a web based tool to help physician to document EHR medical notes that can easily transferred to nurses while translating into medical coding for administrator for billing.

specialties

User Experience • Wireframes • Visual Design • Design System • Prototypes • Usability • Agile/Lean UX • Design Sprint

Tools of trade

Figma, Sketch, Abstract, Adobe Creative Suite, Code Pen, UX Pin, Axure, Google Suite, Jira, GitHub, HTML5, CSS3

recognitions

*FedHealthIT Innovation Awards
IDSA IDEA Design Award, Bronze
iF Design Award, Finalist*

education

Institute of Design, Illinois Tech
MDes, Human Centered Design

Otis College of Art and Design
BFA, Visual Communication Design

George Washington University
Certificate, Project Management

language

Fluent in English and Korean

reference

Available upon request

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experience

HP, Instant Ink

Visual Interaction Designer, February 2018 - February 2019 (San Diego)

Enhanced user experience for enrollment and dashboard platforms through comprehensive design efforts, spanning branding to UX/UI. Key contributions included:

- Developing responsive web UI designs utilizing Angular Material/Bootstrap UI patterns.
- Designing intuitive user flows and responsive UI for HP e-commerce platforms.
- Creating impactful marketing collateral, including banners, installation manuals, and product packaging.

Nextech

Sr. UI/UX Product Designer, January 2016 - February 2018 (San Diego)

Collaborated with cross-functional teams to seamlessly integrate high-fidelity design and prototypes into development, while driving cohesive user experiences across SaaS products. Responsibilities included:

- Conducting usability studies with lofi and hifi prototypes for user preference & performance.
- Advocating lean UX strategies through agile processes (theme, epic, & user story development).
- Translating product visions into validated concepts through user, customer, and stakeholder feedback.
- Developing a new UI design language (style guide and UI patterns) and delivery process.

Humana

UI Designer, April 2012 - December 2015 (San Diego)

Developed engaging and intuitive UI for SaaS web and mobile applications, creating positive user experiences for healthcare providers. Key contributions included:

- Designing cohesive user experiences across various platforms and devices.
- Conceptualizing and developing designs (wireframes, mockups, prototypes) that prioritized simplicity and clarity for diverse stakeholders.
- Establishing a comprehensive UI design language, including style guides, UI patterns, and visual solutions.

October 2000 - April 2012

Extensive experience designing mobile-first, multi-platform user interfaces for iOS, Android, Samsung Tizen, and other devices.

- Samsung Design America, Lead UI Designer/UX Manager, May 2008 - April 2012
- Qualcomm QES, UI Consultant, May 2007 - May 2008
- Warner Bros, Mobile Creative Lead, June 2006 - May 2007
- Motorola CXD, UI Designer, January 2002 - May 2006

personality

ISFJ-A

- **Introverted** ● ● ● ●
- **Observant** ● ● ● ○
- **Feeling** ● ● ● ○
- **Judging** ● ○ ○ ○
- **Assertive** ● ● ○ ○

aspiration

Gallup's Strengthfinder

- **Empathy** • **Connectedness**
- **Harmony** • **Belief**
- **Achiever**

Zach takes great pride in his work and is a team player. Nice work Zach "rounded corners" Park!

If I had to create my own company dream team, it would consist of Zach.

Zach created a user experience that was distinctive, clean and intuitive as well.

Zach is a very talented designer and always adds a polished finish to all of the applications he works on