

Ye-Ji Kim

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EDUCATION

Georgia Institute of Technology

2016 - 2020 (expected), Atlanta
B.S. in Computational Media

Malmö University

Jan - Jun 2019, Sweden
Interaction Design Program

SKILLS

Tools

Sketch
Photoshop
Illustrator
InDesign
InVision
HTML/ CSS

Design

Interaction Design
Visual Design
Wireframing
Rapid Prototyping
Physical Prototyping

Research

Competitive Analysis
Usability Testing
Journey Mapping
Affinity Diagrams
Interviews
Personas

PROJECTS

Swedish Healthcare "Close Care" system , **Service Design**

Mar 2019 - Present, Sweden

- Developing a service as part of Innovation Skåne's service design project for Swedish healthcare.
- Planned interview guidelines to interview patients and medical professionals.
- Participated in field research for observations and analyzed interview findings using empathy map and user journey map.
- Planning co-design workshop with patients, nurses, and care assistants.

Prism, **Physical Interaction Design**

Feb - Mar 2019, Sweden

- Designed an interactive digital toy inspired by Yayoi Kusama's work as a group
- Developed the toy concepts through rapid physical prototyping.
- Prepared, conducted, and documented a usability test session. Analyzed the results and found insights used to design the hi-fi prototype.

Brain Trauma Assessment Protocol, **UX Designer**

Aug - Dec 2018, Atlanta

- Co-created a UX team and worked closely with researchers and developers to build a user-friendly app for clinicians and Alzheimer patients.
- Conducted desk research and market research on Alzheimer patients and existing apps. Created lo-fi and hi-fi prototypes using Sketch.

Delta Ticket Redesign, **Product Design**

Aug 2018, Atlanta

- Redesigned Delta Airline ticket with a teammate emphasizing on universal design. Designed personas based on desk research and iteratively designed the new design. Created design process book using InDesign.

Hoy, **Mobile UI/UX Design**

Jun - Aug 2018, Seoul

- Designed a project management app that would help users accomplish long-term goals. Collaborated with a developer following MVP model.
- Created sitemaps and wireframes to brainstorm navigations of the app.
- Designed app theme and UI elements. Iteratively designed lo-fi and hi-fi prototypes using Sketch and InVision.