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# Professional Summary

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| * 6+ years of professional experience as a UX/UI Designer with solid understanding of design proficiency in **Adobe XD**, **Figma**, **Sketch**, **InDesign**, **Photoshop**, **Illustrator** and other **visual** **design** and **wireframing** **tools**.
* Experience on **UX** and **UI** **Design** using **Sketch** and **Figma**.
* Experience on Design Thinking Process Such as **understanding**, **analyzing**, **define**, **ideate**, **researching**, **surveying**, **conducting** **user** **interviews**, **wireframing** and **usability** **testing** best practices to not only mobile and web but **VR** and **AR** projects to improve conversion rates and better user experience.
* Experience designing **graphic** **interfaces** for **mobile** and **web** **apps**.
* Experience creating sketches, wireframing, Low-fidelity prototypes and High-fidelity wireframes for different web and mobile products using different tools from paper and pencil to final mock-ups.
* Experience using wireframing to define and design effective mobile and web project layouts.
* Working within a team of multidisciplinary UX/UI developers and using version control software.
* Demonstrated ability to adapt to new software applications and technologies.
* Effective team player with excellent problem-solving abilities, empathy, a willing and quick learner with strong technical and communication skills.
* Self-starter, proactive, possesses good communication skills and understanding of business workflow.
* Comprehensive understanding of user centric process, from conceptualization and brainstorming to a meticulous eye for detail in final stages.
* Co-coordinating with the clients for amendments in websites and changed according to their requests.
* Debugging and fixing errors with right solutions in Unity.
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# skills

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| * **Design Tools:** Sketch, Figma, Adobe XD, InVision, Framer, Principle, InDesign, Adobe Photoshop, Adobe Illustrator and Adobe Premier pro.
* **UX/UX Design Skills:** Empathize,Define,User Research, Ideate, Collaborative Skills, Wireframing and UI prototyping (sketches, wireframe, low-fi and high-fi prototype), Visual Communication, Interaction Design, Information Architecture (IA), Analytical Skills, User Empathy, Mental Model, Card Sorting, SWOT & Moscow, Journey Map, User Flow, User Personas, Usability Testing, A/B Testing, Focus Group.
* **Web Technologies:** HTML5, CSS3, WordPress, Bootstrap.
* **AR, VR, and 3D tools:** Unity, Oculus, Gravity Sketch, Sketchfab, Spark AR, Lens Studio.
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# Education

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| M.A. UX/UI Design and development, New York Institute of technology GPA 4.00/ 4.00 |
| B.A. Chiniese (Major) and Economics (Minor), Korea UniversityGPA 3.4/ 4.5 |

# Work Experience

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| Aug 2021 - PresentUX/UI Designer, **PAYPAL San jose, CA**Description: PayPal is an American multinational financial technology company operating an online payments system in the majority of countries that support online money transfers, and serves as an electronic alternative to traditional paper methods such as checks and money orders.**Responsibilities:*** Created effective sketches, prototypes and high-fidelity **wireframe** mockups that represent design solutions using **Figma**.
* Worked closely on executing projects with teammates through collaboration using **Figma**.
* Designed graphic user **interface** **elements**, **like** **menus**, **exit** **loading** **spinners**, **build** **page** **navigation** **buttons** and **search** **fields**.
* Collaborated with other **designers**, **creative** **directors**, and **stake** **holders** to deliver across a variety of consultative engagement.
* Communicated with engineers frequently before handoff design files to them, during the design build to check the design process and final checkup before the design release.
* Worked in agile framework and attended daily standup meetings and involved in the sprint planning.
* Cleanup up the **Figma** core files so other designers or engineers can understand overall interaction flows.
* Managed one of the team as UX designer and assign task and priority of projects.

Jun 2020 – Aug 2021UX/UI Designer, **Dell Austin, TX**Description: Dell is the largest shipper of PC monitors worldwide. Dell is the sixth-largest company in Texas by total revenue, according to Fortune magazine. It is the second-largest non-oil company in Texas (behind AT&T) and the largest company in the Greater Austin area.**Responsibilities:*** Collaborated with other designers and creative directors to deliver across a variety of consultative engagement.
* Created effective sketches, prototypes and high-fidelity wireframe mockups that represent design solutions using design tools like **Sketch** and **Figma**.
* Worked in **Scrum** **Agile** **framework** and attended daily **Scrum** **meetings** and involved in the **sprint** **planning**.
* Designed graphic user **interface** **elements**, **like** **menus**, **tabs** and **widgets**, **build** **page** **navigation** **buttons** and **search** **fields**.
* Worked closely on executing projects with teammates through collaboration using Unity and Figma.
* Designed **Mobile** **Apps** **Prototype**, **AR** **Experience**, **AR** **Advertisements**, and **AR** **Samples**.
* Managed one of the team as UX designer and assign task and priority of projects.
* Communicated with clients every week to get feedback on the projects and satisfy their needs.
* Modified designs and specifications of the mobile application.
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| nov 2017 – jun 2020UX Designer, **Marsh Insurance Phoenix, AZ** Description: Marsh is the world's leading insurance broker and risk advisor. In more than 130 countries, our experts in every facet of risk and across industries help clients to anticipate, quantify, and more fully understand the range of risks they face.**Responsibilities**:* Worked closely with the product team to identify research questions.
* Scheduled meetings and instructional meetings if needed depends on the work progress.
* Created sketches using Procreate, low-fi and high-fi prototype using Sketch.
* Planed and conducted interviews, user surveys, card sorting and usability tests.
* Worked with the UX researcher to identify users’ needs and understand how users consume, Help define and refine user personas and navigate content.
* Created a well-organized, value-driven framework for implementing sturdy UX design.
* Collaborated with the rest of the design team to evolve and refine our design system, ensuring visual cohesion and engineering efficiency across all user touchpoints.
* Presented and communicated insights in order to help shape long-term product strategy.
* Took Concepts and produced design mock-ups and prototypes to strengthen designs, enhance user experience and improve site interactions.
* Using Sketch, functional, innovative and easy-to-use web application interfaces that will enable students to become more productive, efficient and enhance the adaptability of NYIT application.
* Created effective sketches, prototypes and high-fidelity mockups that represent design solutions using design tools like Photoshop, Sketch, and InVision.

dec 2015 – may 2017app ux/ui designer, **tracom, south Korea**Description: TRACOM offers comprehensive soft skills training programs for businesses and organizations. Our programs improve Versatility, EQ, Resilience, and Agility by adapting the way people Think, Act, and React for optimal success in the workplace**Responsibilities:*** Planned project scope and took responsibility for whole project to build and improve previous application.
* Created effective sketches, prototypes and high-fidelity mock-ups that represent design solutions using design tools like Sketch and InVision.
* Created sketch for visual layout of navigation display and overall interaction design.
* Assessed strengths and weaknesses of current and potential competitors and analyzed both offensive and defensive strategic context to identify opportunities and threats.
* Collaborated with teams to produce intuitive, user-friendly interaction design for the application.
* Co-coordinating with the clients for amendments in application and changed according to their requests.
* Prepared for final showcase mockups using Photoshop and presented them to clients and engineers to show the features and improvements.
* Evaluated a final product by usability testing to see how real users use the system.
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