

MELODY KIM

Interaction designer and researcher
Design for social good

EDUCATION

University of California, San Diego
B.S. Cognitive Science -
Human Computer Interaction
Minor in Computer Science
Expected graduation June 2014

SKILLS

Early stage product planning
Lean UX development

Cognitive Ethnography
Contextual Inquiry
User Interviews
Persona and Scenario Development

Heuristic Evaluation
Competitive Analysis
Affinity Diagramming
Storyboarding | Sketching
Low/High Fidelity Prototyping

Adobe Photoshop CC
Illustrator and InDesign CC
HTML/CSS/JavaScript
Intermediate Java

Proficient in Korean
Intermediate level of French

ACTIVITIES

User Experience San Diego
Vice President
Cognitive Science Student Association
Harbor North County Church

EXPERIENCE

Lead Designer

We Have We Need *La Jolla, CA* *April 2013 - Present*

- Guiding all user-centered development of product and design.
- WHWN is a lightweight, collaborative inventory management infrastructure for agile teams on the disaster relief and global development front.

User Experience Design Intern

Microsoft *Redmond, WA* *June 2013 - September 2013*

- Spearheaded user-centered product development in a highly complex, technical space--vision planning of the diagnostics experience in **Visual Studio**.
- Conducted usability studies and mocked up rapid prototypes, facilitating a lean, highly iterative, agile development process.
- Won 2nd place in the Microsoft WP8 AppHack competition with Elect, a mobile app that informs you on ballot items before election day.

Undergraduate Researcher

DCOG-HCI Lab *La Jolla, CA & Paris, France* *August 2012 - Present*

- Currently inquiring a new social computing paradigm centered around SMS for homeless communities seeking rehabilitation. Value-sensitive design.
- Previously explored EHR/EMR, mobile fitness apps, interactive education apps
- Inquired instrumental desktop interaction under Wendy Mackay.
- Involved in prototyping and feedback for CHI Maps and Madness, two new interactive features at 2013 CHI Conference.

Interaction Designer

Social Print Studio *San Diego, CA* *February 2012 - August 2012*

- Lead UX designer on iOS app **DBLCAM**. Over 50,000+ downloads.
- Designed interactions for an interactive art installation that exhibited at **Creators Project: San Francisco**. Collaborative effort with Intel to create a projected touchscreen powered by a Kinect.
- Developed interfaces for MOMA, Cartier, NBC Universal, Redbull and more.

Creative Intern

Wunderman, Y&R Group *New York, NY* *June 2011 - July 2011*

- Led team's creative conceiving and development of a social media campaign for Kodak. Explored the intersection of digital and analog experiences.
- Assisted creatives on concepts for clients such as Best Buy and Land Rover.