

JAE WON KIM

USER EXPERIENCE DESIGNER

EDUCATION

Class of 2016

Carnegie Mellon University
Madeira Institute of Technology (dual-degree)
Masters in HCI (Human Computer Interaction)

Class of 2014

Carnegie Mellon University
B.S. in Psychology, University Honors

WORK EXPERIENCE

Mar 2017 - current

User Experience Designer // UpContent
Redesign the user interface for UpContent's products. Conduct user research to generate ideas for new features and improvements. Create visual illustrations for product and marketing pages. Responsible for doing some front development coding through HTML5/CSS3.

Oct 2017 - current

UX Researcher & Designer // Tech for Korea
Redesign the current interface. Conducted user research (interviews, internet research, competitive analysis, personas, etc) to know what users look for when seeking news from our site. Other responsibilities include setting up a design guideline, creating wireframes, and user testing.

Jun 2016 - Aug 2016

User Experience Design Intern // Accenture
Created an interface for a payment wallet system. Responsibilities included ideation, rapid prototyping, creating personas, leading user testing sessions (think alouds and A/B testings) and creating mid-fidelity wireframes.

Jan 2016 - Dec 2016

UX/UI Design Lead // MHCI Capstone Project
Created Echo - a transparent consumer banking mobile app that utilizes learning and prediction to provide a better user experience to banking consumers. Responsibilities included employing various HCI research methods and implementing design strategies (visions, sprints, user testing, iterations).

PROJECTS

Apr 2016 - May 2016

UX Designer // Prism
Reimagined the future of banking through a virtual wallet app that manages personal budgets and monitors expenses. Responsibilities included conducting user research, creating personas and storyboards, and creating wireframes.

CONTACT

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SKILLS

Design

Adobe Creative Suite
[Ps, Id, Il, Ae, Dw]
Sketch
Axure
InVision
Marvel
Balsamiq

HCI Methods

Competitive Analysis
Heuristic Evaluation
Contextual Inquiry
Think-Aloud
Affinity Diagramming
Personas/Scenarios
Wireframing
Storyboarding
Usability Testing
Rapid Prototyping
A/B Testing

Programming

HTML5
CSS3
Python
Swift

COURSES

User-Centered Research
Interaction Design
Methodology of
Visualization
Web Design
Programming User
Interface
Kinetic Typography
Cognitive Psychology
Design Studio