

# HYUN S KIM

PRODUCT / USER EXPERIENCE DESIGNER

## CONTACT

### ADDRESS

100 Alameda St  
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### PHONE

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### EMAIL

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### WEBSITE

hyunskim.com

## SKILLS

### DESIGN

Wireframing  
Visual Design  
Prototyping  
Site Mapping  
User Flows  
Animation  
User Centered Design  
Interaction Design  
Product Design

### TECHNICAL

Sketch  
Axure  
Principle  
Invision  
Illustrator  
Photoshop  
After Effects  
HTML / CSS  
SASS / LESS  
Javascript MVC

### RESEARCH

Interviewing Methods  
Usability Testing  
Surveys  
Field Research  
Focus Groups

## PROFILE

I'm a product and user experience designer who strives for simplicity and elegance in design solutions. I nerd out on user research, visual design, and typography.

## EDUCATION

- |   |      |
|---|------|
| <b>Master of Human-Computer Interaction + Design</b><br><i>University of Washington / 3.8 Cumulative GPA</i>          | 2016 |
| <b>Product Design Courses</b><br><i>Art Center of Pasadena</i>  | 2011 |
| <b>Bachelor of Applied Science in Digital Media Design</b><br>Minor in Fine Arts<br><i>University of Pennsylvania</i> | 2008 |

## EXPERIENCE

- |   |             |
|---|-------------|
| <b>UI/UX Designer</b><br><i>SoundCloud : Audio Sharing Platform</i><br>Designed platform subscription features and improvements<br>Collaborate with and presented design ideas to stakeholders<br>Owned features from problem to visual design delivery   | Current     |
| <b>Senior UI Engineer / Tech Lead</b><br><i>HelloTech : Home Tech Support Startup</i><br>First engineering employee and second hire<br>Designed and built the HelloTech system architecture<br>Lead the engineering team in development process<br>Contributed to initial workflow and layout designs | 2015 - 2015 |
| <b>UI Engineer</b><br><i>HYFN : Digital Agency</i><br>Implemented interactive sites and products<br>Prototyped, designed, and refined application experiences<br>Conducted user interviews to guide redesign  | 2013 - 2015 |
| <b>Lead Game and Interactive Developer</b><br><i>42Entertainment : Marketing Agency</i><br>Prototyped and refined designs<br>Developed games and websites   | 2011 - 2013 |