

ESTHER KIM

EDUCATION

University of Washington, Seattle

September 2014–Present

Working towards BDes in Interaction Design

Class of 2018

EXPERIENCE

Tectonic | UX/UI Design Intern

June–September 2017

Worked collaboratively with the creative team to assist clients envision the future of their digital products. Created high fidelity wireframes, user flows and motion prototypes for weekly UX deliverables. Redesigned the information architecture and user experience of existing digital products. Worked with the visual design team to assist with UI design needs.

UW Information Technology | Design Instructor

May 2017–Present

Teaching and developing workshops related to visual communication, graphics, and design, aimed at the needs of UW students, faculty, and staff. Workshops cover Adobe Photoshop, InDesign, Illustrator, and PowerPoint at fundamental and advanced levels. Providing one-on-one consultations based on their design needs.

UW Pipeline Project | Graphic Designer

January–May 2017

Designed and published a literacy project magazine consisting of stories from elementary, middle and high school students in rural and tribal communities throughout Washington.

UW Housing and Food Services | Student Dining Staff

October 2015–June 2016

Provided customer service in a fast-paced environment while working on various tasks such as making coffee, working on register and cleaning the area.

PROGRAMS

Sketch
Illustrator
InDesign
Photoshop
After Effects
InVision
Principle

SKILLS

User Experience
User Interface
Wireframing
Prototyping
Information Architecture
User Testing
Graphic Design
Typography

LANGUAGE

Fluent in Korean