

# Elena Kim

UX / UI / Visual &  
Product Designer

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## Work Experience

### Google / UX/Visual Designer (via InfoObjects Inc.)

Apr 2022 - Present, Los Angeles

- Communicate designs through wireframes, mockups, and prototypes for features supporting Live/VOD content across desktop, mobile, and TV.
- Create high-quality design proposals and independently drive projects from concept to implementation
- Strong and proactive cross-functional partnerships with UX, Marketing, PM, Eng, and other teams within the organization for each project.

### Google / Interaction Designer (via InfoObjects Inc.)

Nov 2021 - Apr 2022, New York

- Created user-centered designs by considering data, customer feedback, user research and technical constraints/opportunities.
- Quickly and thoroughly created user flows, wireframes, design mockups, and prototypes to conceptualize new product initiatives effectively.
- Worked closely with developers to see your design through to deployment.

### GARP / UX UI Designer

Mar 2020 - Nov 2021, Jersey City

- Created and revised workflows and designs for website and mobile.
- Interpreted design guidelines, wireframes, and workflows to create visually engaging mockups.
- Guided projects from design to implementation, partnering with developers and engineers to bring mockups to life.
- Worked on digital assets needed for marketing such as web headers, web images, emails, and social tiles.

### 10X Ventures / UX UI Designer

Sep 2019 - Mar 2020, New York

- Gathered and evaluate user requirements in collaboration with product managers and engineers.
- Designed UI Components and maintained the component library.
- Developed mockups and prototypes to conceptualize new product ideas effectively.
- Identified and troubleshoot UX problems: UX audit

### Ann Taylor / Designer

Feb 2018 - Sep 2019, New York

- Created digital design assets, including fashion sketches, graphic design, marketing materials, and digital layouts.
- Worked closely with Project managers, technical designers, and the production team to bring the product from ideas to life.
- Conducted competitor analysis and incorporated the learnings into designs

### Multiple Companies/ Designer

Nov 2012 - Feb 2018, New York & Los Angeles

- Worked as a Designer prior to my UI/UX career for companies including: Elie Tahari, Ralph Lauren, Kate Spade, Juicy Couture, and BCBG Max Azria.

## Education

### Career Foundry / UX UI Design

Mar 2018 - Mar 2019, Certificate

### Otis College of Art and design / Fashion Design

Sep 2009 - Jun 2012, BFA

## Skills

**Design:** UI Design, UX Design, Visual Design, Product Design, Interaction Design, Design System, User Experience, User flows, Wireframes, Mockups, Rapid Prototyping, Style Guides, Pattern Library, Responsive Design, Web Design, Mobile Design, Living room (TV), OTT Design

**Research & Analytics:** Google Analytics, Qualtrics, Fullstory, A/B Testing, Survey, Competitive Analysis, User Persona, hypothesis, and User analysis

**Tools:** Figma, Sketch, Abstract, Invision, Flinto, Adobe CS: Photoshop, Illustrator, InDesign, XD, Wordpress, Hubspot, Salesforce, Keynote, Powerpoint, Dropbox, Google Doc, Microsoft Office

## Award

**Otis Grant:** 2009 - 2012

**National Portfolio Grant:** 2009 - 2012

**Ryman Arts Scholarship:** 2006 - 2007