

# Justin Kim

UX & UI Designer

## Contact

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## Education

Cognitive Science: Human-Computer Interaction (B.S.)

University of California, San Diego (c/o 2019)

## Skills

Human-Centered Design  
UX Design  
UI Design  
User Research  
Usability Testing  
Prototyping  
Wireframing  
Graphic Design  
Branding  
Leadership  
Script Writing  
Game Development  
Intermediate Korean  
Elem. Chinese

## Tools

Adobe Suite  
Figma  
HTML & CSS  
Javascript

## Certificates

Communication and Leadership Seminar

## References

References available upon request.

## Experience

### Altum Inc.

UX Designer Nov 2019 – Present

Research and design innovative and simple features that bridge the gap between non-technical users and machine-learning metrics. Collaborate with developers by inspecting HTML and CSS code to expedite communication and deployment. Establish UX foundation for AI platform by formalizing design process and artifacts around user needs and testing for insightful feedback.

### UX Team-lead, UX and UI Designer

UCSD Global TIES Mar 2019 – June 2019

Led team of 4 to organize narrative, redesign UI, and create testing guidelines for educational diabetes game to meet stakeholder needs by making lo-fi wireframes, moodboards and style guides, digital prototype (using Figma), and a usability testing and future plans report.

### Power Trip UCSD

Team-lead, Front-End, and UX Designer Mar 2019 – June 2019

Developed interactive fiction game by leading team of 4 and programming UI using Twine, branching storytelling, and CSS to craft humorous take on life at UC San Diego to gain familiarity with game development process, strengthen knowledge of design process, and practice leadership skills.

### FeetFit Kiosk

UX and Graphic Designer Jan 2019 – Mar 2019

Focused on prototyping point-of-purchase kiosk for shoes as part of team of 4 in prototyping studio via user interviewing, personas, sketches, lo-fi wireframing, branding, physical and digital prototyping, and usability testing to develop cohesive product for final presentation and pitch.

### Collaborative Guidebook

UX Designer Mar 2018 – June 2018

Designed guidebook for facilitating teamwork among designers with team of 6 in cognitive design studio using ethnographic interviewing methods and human-centered design principles to understand problem space.