Product Designer

Joy Kim https://www.joykim.us/

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Driven by an insatiable quest for excellence, I delight in uncovering the underlying factors and reasons behind every design challenge. My commitment to fulfilling responsibilities and my genuine passion for collaborative teamwork underscore my dedication to crafting remarkable user experiences. I hold profound respect for my teammates, fostering an environment of mutual growth and success.

Project

MediFinder

Product Design

- Designed user-centric and intuitive aspects based on the user flow, style guides, UI components, and user feedback through usability testing in order to create a convenient product design
- Conducted user research, 5 shareholder interviews, surveys, research synthesis, and generated practicable design ideas

Venmo Redesign

App Redesign, UX/UI Design

- Enhanced core functionality aimed at minimizing errors during money transfers

MailChimp Redesign

Responsive Web Design, UI Design

- Improved the landing page more user-friendly, helping the audience easily follow the tool's flow and understand its features

In-car Smart Screen

Concept Design

- Created a UI that's easy to use while driving, ensuring you can interact without needing to focus on the screen

OrHome

1minute Design

Work Experience

Denim Designer

Insane Gene, Los Angeles, CA | *Mar 2021 - Jun 2022*

- Collaborated closely with senior designer to provide valuable support in our projects
- Engaged in every stage from development to pre-production
- Handled graphic design tasks and provided insights for online marketing strategies

Merchandising Designer

Flexfit, Brea, CA | *Aug 2016 - Mar 2021*

- Offered clients design recommendations created through market research
- Field research: Gathered market insights by visiting relevant stores
- Conducted regular meetings with buyers involving the presentation of design proposals

Junior Women's Apparel Designer

Double Zero, Los Angeles, CA | *Sep 2014 - Apr 2016*

- Handled communication with the factory to provide instructions for sample work
- Conducted field research, which involved physically touching and trying on fabrics

Internship

Kal Rieman, New York, NY | *Sep 2013 - Dec 2013*

Education

Blossom UX School

UX/UI Bootcamp, London, UK (Remote)

Mar 2023 - Sep 2023

- Completion of 480 hours
- Conducted 5 projects with User Research, Usability Testing, Design Processes, Design System, Prototyping, Information Architecture, Wireframing, Creation of User Persona, User Journey Map, CSS and HTML

Dongduk Women's University

Bachelor of Fashion Design, Seoul, Korea

Mar 2010 - Feb 2015

- Scholarship awarded for all semester

Centenary College

Exchange student, Hackettstown, NJ

Fall 2013

Language

English, Korean

Skills

Team Collaboration, Wireframe, Rapid Prototyping, Design Research, Story Boarding, Iteration, Affinity Diagramming, Design System, Problem-solving, Data-driven Design, Brainstorming, Design Thinking Process, Research Analysis, Presentation, Responsive Design, Visual Design

Tools

Figma, Figjam, Keynote, Pages, Indesign, Illustrator, Photoshop, Webflow