



# Young Han Kim

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Los Angeles, California

## SUMMARY

I currently live at the intersection of UX UI Design, filmmaking, and creative writing. I'm not afraid to get my hands dirty with UX while designing. Exploring the user's needs influence my UI and design to be simple, clean, and clear for both mobile and desktop applications. I enjoy listening to users, finding creative solutions to bring balance in their relationship with technology and entertainment.

## SKILLS

User Interviews, User Surveys, Personas, User Journey Mapping, Heuristic Evaluation, Comparative & Competitive Analysis, Feature Prioritization, Information Architecture, Sitemaps, User Flows, Branding, Form Design, Design Studio, Lean Design, Color Theory, Wireframing & Sketching, Medium & Hi-Fi Mockup Design, Prototyping, Typography, Semiotics, Content Strategy

## TOOLS

Sketch, Adobe Photoshop, InVision, Marvel, Principle, Slack, Trello, Keynote, Google Drive, Pen & Paper, Omnigraffe, Lucidchart, Axure

## EXPERIENCE

### ***SeekU - Researcher | UI Designer - Santa Monica, CA***

11/2017 - Present

SeekU provides prospective students with college admission counseling. My role, in a team with two other designers, was to create a college admissions counselor dashboard housing all their tools.

- Orchestrated user interviews and created personas to inform our research and design phase
- Built wireframes and produced a rapid prototype then tested each one to inform design for functionality and features

## PROJECTS

### ***Adobe Story VR - Researcher | Information Architect | UI Designer***

Adobe Story is a screenwriting software that allows the user to edit scripts, create production schedules and production reports. This concept project envisions a storyboarding feature within the existing software enabling the user to draw, plan, and share VR storyboards.

- Conducted user interviews and task analysis to better understand the target user and mobile app
- Created wireframes and prototypes in order to test and improve app's Information Architecture and features

### ***The Museum of Jurassic Technology - Researcher | Information Architect | UI Designer***

The Museum of Jurassic Technology, an avant garde museum in Culver City, created their own website for their business. This concept project was a redesign of their website and their online store. My role was to redesign the site and update the shopping cart experience.

- Assessed site's usability with Nielsen's Heuristic Evaluation
- Conducted user interviews to validate or discredit assumptions on the design and usability of the site
- Created wireframes and clickable prototypes to improve website's design, information architecture, and flow

## EDUCATION

### ***General Assembly - UX Design, Research, Strategy***

09/2017 - 12/2017

Throughout this 10-week course, I completed over 500 hours of coursework. Trained by some of the industry's best UX designers. I practiced the lean UX process through project-sprints that involved building a VR mobile app for storyboarding screenplays; redesigning The Museum of Jurassic Technology's e-commerce website; and creating an online dashboard for college admissions counselors.

### ***UCLA - Bachelor of Arts, English - Creative Writing***

2013

Joined the creative writing, screenwriting class taught by James Franco for half a year. Received one-on-one mentorship from James Franco and his producers.