Young Han Kim

UX/UI Designer | Writer | Storyteller
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Summary

I'm a UX/UI Designer with a background in marketing, creative writing, and film. The key to a successful design is to understand why the project exists. By understanding the user, their environments, and business goals, I am able to understand the problem space. Design is about discovering a perspective with empathy.

Experience

Web Content Associate at Riot Games
Sep 2018 - Present
- Collaborate with Rioters from all teams and international offices to organize daily web content across channels
- Create content through adept HTML and CSS on Riot's CMS while watching for errors pre- and post-publish
- Identify then propose improvements for the publishing workflow, content presentation, and team dynamic
- Redesign and restructure team's homepage on Confluence using UX principles and design thinking

User Acquisition Designer at Mammoth Media
Jun 2018 - Aug 2018
- Design captivating ads based on UA data for Yarn, Wishbone, and Arena
- Record, edit, and enhance short video advertisements with After Effects
- Brainstorm and launch storytelling campaigns on Yarn

UX UI Design Lead at RecHeadz
Jan 2018 - May 2018
- Coordinated front end development by translating wireframes into HTML, CSS, and Java
- Collaborated with the developer to collect data on user behavior and patterns
- Conducted market research and created a user journey for the app
- Created wireframes and produced a rapid prototype on InVision

UX UI Design Lead at SeekU - Pro Bono
Nov 2017 - Dec 2017
- Researched SeekU users to understand the pain points
- Created low to high fidelity wireframes on Sketch
- Produced a clickable prototype on InVision
- Presented our findings and prototype to the SeekU founders

Graphic Designer at CBRE
Nov 2014 - Aug 2017
- Produced marketing packages and brochures to leverage sales and leases on commercial real estate property
- Provided graphic design services and copywriting for commercial real estate brokers and brokerage teams
- Collaborated with other designers and coordinators for feedback on work and gain market insight
- Listened to brokers needs and wants to create organized and strong design

Production Assistant at Rabbit Bandini Productions
Sep 2013 - Aug 2016
- Advised and supported student screenwriters for course instructed by James Franco
- Video edited and cut short sketches for weekly online broadcast
- Edited and critiqued early drafts of student screenplays
- Received one-on-one mentorship from James Franco

Education

University of California, Los Angeles
2013
Bachelor's Degree, English Language and Literature/Letters

Additional Skills

Sketch, Adobe Creative Suite, Adobe XD, After Effects, Adobe Premier, Zeplin, InVision, Marvel, Principle, Microsoft Office Suite, Keynote, Graphic Design, Logo Design, Print Design, UI Design, UX Design, Wireframing, Prototyping, User Research, User Testing, Web Design, Mobile Design, HTML, CSS, Agile Methodology