Albert Kim

Product Designer | UX Designer | UX Developer

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Phoenix, AZ
Willing to relocate

A UX designer and developer with six years of experience in product and creative projects. I have experience in both the Agile development process as well as the creative agency environment. I enjoy the practice of empathy and the creative challenges that come with design problems for products and services. I have improved design literacy with teams, implemented better design methods, and produced designs that further merge business goals with the needs of end users.

CORE COMPETENCIES & ACHIEVEMENTS

- Design Influencer. Create conditions for design innovation by focusing efforts on user-centered thinking, gathering data, proposing design solutions by collaborating with stakeholders and engineers. Promote design literacy with teams through active engagement with user personas.

- Strong Collaborator. Involve end-users and stakeholders throughout research process. Work with product owners to define product strategy and low fidelity design solutions. Work with engineers to translate high fidelity designs into React components. Manage design implementations through every step of the product pipeline. Communicate design best practices and principles concepts to team members.

- Design Research. Implement exploratory and targeted user research, utilizing observational, conversational and cognitive methods. Develop personas and user journeys in order to formulate product requirements.

- Creative Solutions. Seek to adequately understand the domain and devise new and innovative modes of user engagement and new ways of bringing value to users.

- Iterative Design. Implement low fidelity wireframes to prototype high level ideas and collaborate with product owners and stakeholders over its value proposition. Prioritize establishing the value of design solutions before moving onto higher fidelity designs.

- Good Mobile and Responsive Design. Implement designs for phone, tablet and desktop scenarios.

- Usability Testing. Carry out various methods of usability tests depending on need and use data gathered to assess or improve upon designs.

- Wire-framing. Use Sketch or Adobe XD to implement design assets. For higher fidelity wireframes, implement good practices within tools and visual design standards with given brand. Create design standards across the digital application.

- Visual Design. Utilizing the standards of the visual design discipline, create and implement brand standards and design language across the UI and other design assets.

- Capable ReactJS/JavaScript Developer. Create and maintain React components, manage state with React/Redux, implement API calls, and implement dynamic UI.

EXPERIENCE

UX Designer, American Express, Phoenix, AZ — Mar 2018–Present
Collaborate with product owners, SEO analysts, digital marketers, and engineers in Agile environment. Lead design research and interviews with business and SEO stakeholders, and develop personas. Map user journeys, devise creative solutions and create iterative design and UI assets via Sketch and InVision. Conduct usability testing via cognitive walkthroughs and observational methods. Comply with and build on the foundations of the American Express DLS (Design Language System) standards. Contribute to development of project through ReactJS, JavaScript and Amex's One App development environment. Implement dynamic UI and interact with internal PaaS endpoints and APIs.

UX Designer | Full Stack Developer, Flyshare, New York, NY — Apr 2018 - Present
A humanitarian project that involves saving refugees crossing the Mediterranean. Collaborate with drone engineer and web developers over product strategy and implementation. Contribute to research and create user personas for drone platform. Implement a POC web and mobile application. Present POC to United Nations (UN) to fund the project in the Middle East.

Full Stack Developer, Grain Inc, St Louis, MO — Sept 2016 - Dec 2017
Collaborate with designers and developers in a creative agency environment. Translate design assets from designers. Implement and maintain custom Drupal themes, mobile design, custom modules and MYSQL. Implement and maintain frontend frameworks like ZURB Foundation and KnockoutJS.

UX Designer | Web Application Engineer, Yola Inc, San Francisco — Nov 2014 - May 2016
Design and implement dynamic website building toolsets and interfaces. Build mobile design capabilities. Create wire-frames and implement visual design; branding, typography, color theory, grid layouts, animations. Conduct usability tests with interactive InVision wire-frames. Implement frontend; AmpersandJS.

UX Designer | Full Stack Developer, Good Drones, New York, NY — Jul 2015 - Jan 2016
Full Stack Developer, Part & Sum, New York, NY — Aug 2014 - Oct 2014

EDUCATION

Parsons School of Design, New York, NY — MFA, Design & Technology, 2014
Art Center College of Design, New York, NY — BFA, Illustration, 2005

SKILLS

Product Design, User Experience Design, Design Research, Persona Development, Human-computer interaction, Usability Testing, Information Architecture, Heuristics, Wire-framing, Sketch, Adobe XD, InVision, Photoshop, Illustrator, x1Typography, Visual Design, Graphic Design, Animation, Illustration, ReactJS, JavaScript, ES6, Object-oriented programming, Functional programming, SEO, Agile

RECOGNITION

User-centered Design For Tomorrow, Guest Speaker, Berkadia Design Summit, Phoenix, AZ Sept 2019
Mind Mirror, Art installation, Museum of Contemporary Design and Applied Arts, Lausanne, Switzerland, 2017
Mind Mirror, Art installation, Dolphinity World Festival, Canary Islands, 2015
Mind Mirror, Art installation, RE-NEW Digital Arts Festival, Copenhagen, DN 2013
Graduate Dean's Scholarship, Parsons School of Design, Sept 2012-May 2014