

Elaine Kim

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Product (UX/UI) Designer

www.byelainekim.com

Hello, I'm Elaine

A competent product designer located in the San Francisco Bay Area, who communicates with the community to create a user-centered, delightful experience.

SKILLS

UX

Problem Solving	User Research
Info Architecture	Prototyping
Wireframing	User Interview
Journey Mapping	Specifications
Prototype	User Testing
Competitive Analysis	Persona
Responsible design	Iterations
Mockups	

UI

Branding	Hi-fi Mockups
Style Guide	Mobile Design
Responsive Design	Web Design
Graphic	Design System

Software

Adobe XD	Sketch
Adobe InDesign	InVision
Adobe Photoshop	Figma
Adobe Illustrator	FontLab
Swift / Xcode	HTML / CSS
Flinto	Cinema 4D
JIRA / Confluence System	

EDUCATION

ACADEMY OF ART UNIVERSITY

BFA - Web Design & New Media

LANGUAGE

KOREAN | ENGLISH

EXPERIENCE

Macy's San Francisco, CA Product Designer (UX/UI)

2019 - Present

Redesign website by executing on all phases of the design process, including: user research, creating pixel-perfect visuals, completing final

Assist in developing clear concepts by working closely with stakeholders: project managers, creative team, UI engineering team, marketing team ,and merchandising team.

Contribute in developing and maintaining the assigned product recommendation and personalization features.

Conducted user testing on prototype designs & organized feedback
Designed screens for IOS (Tools: Sketch, Invision, Adobe PS, figma)
handoffs to engineering with specs, interactive prototype and final mocks.

Elise J Jewelry San Francisco, CA Product Designer

2019

End to end project from research to design final mockups.
Collaborate with the founder and engineers to apply user-centric web designs from landing pages to finish the customer's shopping journey flow.

Build and develop site maps and information architecture to launch a website. Final design includes a full company branding with high fidelity website design and style guide.

airlock San Francisco, CA Product Designer

2018

Launch new feature at orchard, define problems and possible solutions centered on actual users. Design application from ideation to high fidelity based off insights from user research and competitive analysis.

Research target audiences' behaviors, and conduct user interviews and usability testing. Final design includes a full company branding with high fidelity application design and style guide.

Manage the timeline and plan schedules for the roadmap, end to end project from research to design final mockups.

Experience Seoul / San Francisco, CA Product & Visual Designer

Navro - UX Designer 2019

Collaborate with different teams to build and research the product
Owned the product user experience that connects online channel

My fridge - Interaction Designer 2018

Conducted user testing on prototype designs & organized feedback
Designed screens for IOS (Tools: Sketch, Invision, Adobe PS, figma)
Participated in design sprints & brainstorming
Sat in on potential design employee interviews

Blacktwine - UX Designer 2017

Develop new site map and information architecture for website launch.
Improved website user experience - Navigation, visuals.

Paperdaz - UX Designer 2019

Restructure website contents for clarity. Deliverables included high fidelity mockups for company landing page.

Nostalgia - Graphic Designer 2013-2015

Build a full company branding experience with high fidelity website design and style guide, which included: design email contents, logo, product stickers, business cards, and layouts for the website.