

BORA KIM

PRODUCT & UX DESIGNER

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SKILLS

User Research

Affinity Mapping

Wire-Framing

Sketching

Journey Mapping

Prototyping

Information Architecture

DESIGN TOOLS

Figma

Framer

Sketch

Whimsical

Miro

InVision

AutoCad

Sketchup

Adobe Creative Suite

EDUCATION

General Assembly

San Francisco, CA

User Experience Design Immersive,
October - January 2021

Suffolk University

Boston, MA

Master of Interior Architecture,
Graduated September 2012

San Francisco State University

San Francisco, CA

Bachelor of Science, Microbiology
Graduated 2008

*References Available upon request

WORK EXPERIENCE

FREELANCE CONTRACTOR

Dec 2020 - Current, San Francisco, CA

Interior Designer • FDG Design Group

- Manage multiple projects with implemented schedules to meet budget and deadlines.
- Acquired knowledge of new software, to inform and communicate design ideas to internal project teams and external client stakeholders.

UX Designer • TBD

- Collaborated with stakeholder and developer to implement task flow to increase user registration to measure success of business
- Develop design system and re-brand mobile website to create a cohesive design through site and create hi-fidelity prototype to serve as MVP

UX Designer • Kid Power Unites

- Navigate founder's idea to develop essential business needs and create desktop MVP
- Conducted usability testing to understand problems and provide design iteration to measure success of prototype

UX Designer • Verdigris

- Interviewed 5 top level business stakeholders to determine an align on top KPIs such as energy usage, carbon footprint, and total cost
- Conducted task based usability testing for new product dashboard prototype to determine functionality of product

Designer • CRI

April 2018 - July 2020, San Francisco, CA

- Designed workstation prototype & space plan proposals with a cross-functional internal project team and successfully landed projects from companies such as Indeed, Airbnb & Slack
- Analyze building floor plans (60,000+ sq ft) to create new user flows for how business units will move throughout the physical space
- Managed multiple projects with implemented schedules to meet budget and deadlines

Interior Designer • Hart Howerton

March 2015 - September 2017, San Francisco, CA

- Oversaw all processes of projects, adhering to agile design process to ensure design goals are achieved from concept, documentation, and installation
- Researched and implemented latest software program to bring department up to industry standards, reducing errors by over 25%
- Created specifications, reviewed documents, drawings, and finishes during all phases of the project to reduce any change orders or errors

HACKATHONS

UX Designer • Mintbean Hackathon for Jr. Web Developers

- Collaborated with developers in an agile method to create a painting app.
- Designed a landing page, where UX is clear and easy to use with simple UI patterns.

UX Designer • General Assembly Holiday Hackathon

- Created a mobile recipe application for the elderly population, focusing on accessibility.
- Work with UX team members to create design system, and communicate with developers for MVP requirements to prepare for design handoff.