

BORA KIM

PRODUCT & UX DESIGNER

BK DESIGN PORTFOLIO

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SKILLS

User Research

Wire-Framing

Sketching

Journey Mapping

Prototyping

Information Architecture

User Personas

Project Management

Interaction Design Thinking

DESIGN TOOLS

Figma

Adobe (InDesign, Photoshop)

Framer

Sketch

Whimsical

Miro

Jira

InVision

AutoCAD

SketchUp

EDUCATION

General Assembly

San Francisco, CA

User Experience Design Immersive,

October 2020 - January 2021

Suffolk University

Boston, MA

Master of Art, Interior Architecture 2012

San Francisco State University

San Francisco, CA

Bachelor of Science, Microbiology 2008

*References available upon request

WORK EXPERIENCE

FREELANCE CONTRACTOR

Dec 2020 - Current, San Francisco, CA

UX UI Designer | Pantheon *NDA

- Collaborated with the in-house design team to revamp the company's dashboard website, focusing on a cohesive and unified brand identity to enhance the overall user experience.
- Created mid-fidelity to high-fidelity wireframes and mockups for individual website pages, contributing to a streamlined and visually appealing online presence.

UX UI Designer | VIDA & Co

- Established and upheld brand guidelines and visual systems in collaboration with the Head of Product and Creative Director, ensuring uniform brand representation throughout the customer journey and facilitating clear, accessible communication.
- Effectively communicated design concepts and specifications to the engineering team, facilitating a collaborative and efficient workflow.
- Developed low and high-fidelity designs and prototypes to foster product discovery and innovation, adhering to usability and accessibility standards.
- Partnered with product managers, engineers, and cross-functional stakeholders to comprehend requirements and deliver creative, strategic, and thoughtful solutions, focusing on the development of Product Displacement Pages (PDPs).

INTERIOR DESIGNER | FDG

- Collaborate cross-functionally to produce construction document drawings, encapsulating design intent for contractor hand-offs, ensuring accurate build-outs in line with federal construction guidelines.
- Played a proactive role in an agile team environment, dynamically responding to ongoing change requests and leading the development of design space solutions to meet the evolving needs and standards of various projects.

UX UI DESIGNER | IKD

- Partnered with the owner and developer to refine task flows, resulting in improved user registration, a critical metric for evaluating the success of the business.
- Engineered a unified design system and led the rebranding of both web and mobile platforms, culminating in the creation of high-fidelity prototypes for a Minimum Viable Product (MVP).

DESIGNER | CRI

April 2018 - July 2020, San Francisco, CA

- Collaborated with a cross-functional internal project team to design workstation prototypes and space plan proposals, leading to the successful acquisition of projects from prominent companies like Indeed, AirBnb, and Slack.
- Analyzed and reconfigured building floor plans exceeding 60,000 sq ft, devising new user flows to optimize movement and efficiency of business units within physical spaces, aligning with client's business standards.

DESIGNER | HART HOWERTON

March 2015 - September 2017, San Francisco, CA

- Oversaw all aspects of projects, adhering to the agile design process to ensure design goals are met from concept through documentation to installation.
- Adopted and mastered the latest software programs aligned with industry standards, contributing to a reduction in errors by over 25%.
- Generated specifications, conducted thorough reviews of documents, drawings, and finishes at all project stages, minimizing change orders and errors, a key competency for efficient project execution.