

Albert Kim

Interaction Design + UX/UI + Frontend Development

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SKILLS

User Experience Design
User Interface Design
Goal-oriented Design
Activity-centered Design
Usability Design
Design Research
Information Architecture
Human Computer Interaction
Heuristics
Wireframing
Rapid Prototyping
User Testing
User Metrics
Typography
Graphic Design
Illustration
Animation
Sketch
Invision
Adobe Creative Suite
Photoshop
Illustrator
InDesign
After Effects
Photography / Film
Drawing
Painting
Git / GitHub
HTML5
CSS3 / SASS / LESS
AngularJS
JavaScript / ES6 / Typescript
Promises
Object Oriented Programming
Functional Programming
ZURB Foundation
PHP / Drupal / Twig
MYSQL
Grunt / Gulp / Webpack

EXPERIENCE

American Express, Phoenix, AZ

UX/UI Designer (Contract), Mar 2018 - Present

- Research and create user personas for risk management platform
- Design low-fidelity and high-fidelity wireframes
- Design UI components and elements
- Build Frontend: SASS

Flyshare, New York, NY

Developer + Designer (Freelance), Apr 2018 - Present

- Create user personas for drone platform
- Build prototype: PHP, MYSQL, JS

Grain Inc, St Louis, MO

Developer + Designer, Sept 2016 - Dec 2017

- Collaborate with designers and product manager for CMS web applications
- Implement and collaborate with designs and animations
- Build Frontend: Foundation, KnockoutJS, SASS
- Build and maintain custom Drupal modules, custom themes, templates

Yola Inc, San Francisco, CA

UX/UI Designer + Web Application Engineer, Nov 2014 - May 2016

- Design and implement web application interfaces and user experience
- Create Wireframes and Information Architecture
- Design: Branding, Typography, Color, Grid Layouts, Animations
- Conduct user tests with interactive mockups
- Code frontend applications

Good Drones, New York, NY

UX/UI Designer + Developer (Freelance), Jul 2015 - Jan 2016

- Research emerging drone market.
- Develop profiles and scenarios.
- Create IA and wireframes

Part & Sum, New York, NY

Full Stack Developer (Freelance), Aug 2014 - Oct 2014

- Collaborate with client and designer to implement prototype application
- Build prototype: HTML5, CSS, JavaScript, LAMP stack, AWS
- Iterate and refine via user tests

Picnic Health, San Francisco, CA

UX/UI Designer (Freelance), Jul 2014 - Aug 2014

- Create wireframes for the user interface
- Create UI: Typography, layout, icons, color
- Build prototype: HTML5, CSS3 (LESS)
- Research usability scenarios for physicians and medical patients

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RECOGNITION

“Mirror Mirror”, MUDAC

Jun 2017 - Sept 2017,
Lausanne, Switzerland
“Mind Mirror”

Dolphinity World Festival

June 2015, Tenerife, Canary Islands
“Mind Mirror”

RE-NEW Digital Arts Festival 2013

November 2013, Copenhagen, DN
Edward Shanken, Curator
“Mind Mirror”

Graduate Dean’s Scholarship

Parsons The New School For Design
Sept 2012 - May 2014

EXPERIENCE CONTINUED

Studio E. Genevieve, New York, NY

Interaction Designer + Developer Intern, Jan 2014 - May 2014

- Collaborate on wireframes, interactive concepts and visual design
- Build: HTML5, CSS3, JavaScript

Parsons The New School For Design, New York, NY

Foundation Art Teacher, Sept 2013 - Jun 2014

- Instruct undergraduates on drawing systems, visual form, color theory, visual concepts, Adobe CC, and photography.
- Execute live demos, digital media lessons, class critique and one on one engagement with student work.
- Develop video tutorials on photography and Adobe CC.

Parsons The New School For Design, New York, NY

Thesis Show Curation & Symposium Committee Member,
Sept 2013 - May 2014

- Curate project spaces for the 2014 Parsons MFADT Thesis show.
- Plan and organize Thesis Symposium.

Jeff Koons LLC, New York, NY

Studio Assistant, Jan 2007 - Mar 2011

- Execute large scale representational paintings for exhibition.
- Design and implement digital fabrication methods for stenciling.

EDUCATION

Parsons The New School For Design, New York, NY

Master of Fine Arts, Design & Technology, Sept 2012 - May 2014

School of Visual Arts, New York, NY

Continuing Ed, Graphic Design, Sept 2011 - May 2012

Art Center College of Design, Pasadena, CA

Bachelor of Fine Arts, Illustration, Sept 2001 - Dec 2005