

yuna kim

PRODUCT DESIGNER

sarangyuna@gmail.com | hellowhimsy.net

Education

Seattle Pacific University
Visual Communications
2003-2008

Skills

Figma
Sketch
Photoshop
Wireframing
Prototyping
Design Systems
Visual Design
AR/VR

SENIOR PRODUCT DESIGNER

Zoom (Remote) aug 2021 - now

- Leading design for the webinar product: including AI-powered features, analytics, professional level recording - and scaling from small to 1 million attendees
- Developing a unified design system across all Zoom products
- Quick-start new products while presenting their potential and developing their vision (Clips, notes, etc)
- Creating platform and framework solutions for problems such as product led growth, navigation and AI
- Designing a developer platform (Zoom apps) including the developer experience and design system

PRODUCT DESIGNER

Facebook (Seattle, WA) mar 2019 - apr 2021

- Unifying design patterns across Facebook Gaming as it relates to the Facebook Design Systems and Facebook's Entertainment Product System
- Redefined the Information Architecture content and navigation under Facebook Gaming resulting in an *increase in usability benchmark of 2x*
- Develop narrative framework of user engagement loop with Gaming content

SENIOR WEB DESIGNER

Expedia (Bellevue, WA) jul 2018 - feb 2019

- Design marketing creatives and email campaigns for expedia.com
- Design and concept future visual branding and vision for trover.com (an Expedia Company)

UX/UI DESIGNER

Lowé's Innovation Lab (Kirkland, WA) mar 2017 - sep 2017

- Provide creative direction and feedback for an augmented reality visualization application using Google's Tango
- Participate in user testing, analyze feedback, and prioritize UX resolutions
- Write design documentation and technical specifications for mobile application

SENIOR UI/UX DESIGNER

Glu (Bellevue, WA) nov 2015 - mar 2017

- Create UX specifications including options for varying levels of development complexity for in-game features
- Design, wireframe, prototype and implement game features
- Create prototypes to advocate for more intuitive solutions

UI/UX DESIGNER

Gameloft (Seattle, WA) mar 2015 - sep 2015

- Design and implement UI/UX including wireframes, storyboards, and art assets
- Lead art team in meetings, advocate for and achieve changes in workflow to benefit team productivity

UI/UX DESIGNER

Perblue (Madison, WI) june 2014 - mar 2015

- Write UX specifications for Android/iOS mobile games
- Create finished art assets for developers
- Provide feedback on UI/UX and gameplay improvements

ASSOCIATE VISUAL DESIGNER

Riot Games (Los Angeles, CA) sep 2012 - nov 2013

- Working with the Replay and Watch team to develop a replay feature to stream and watch previously played content
- Design and implement the UI for users to watch previously played games
- Create design vision for champion promotions and events with outsourcing artists

UI DESIGNER | WEB GRAPHIC DESIGNER

EA PopCap Games (Seattle, WA) aug 2010 - aug 2012

- Collaborate with game designers, products, developers and analytics to design UX around new in-game features

- Determine and write style guide for Zuma Blitz, including logo, design and copy standards, branding for characters

JUNIOR DESIGNER

Smashing Ideas (Seattle, WA) oct 2008 - jan 2010

- Working with Disney Channel, PBS Kids, Barbie, Nickelodeon - to provide design, illustration, motion graphics support for Flash based games, websites and advertisements