

Jennifer Kim

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PROFESSIONAL SUMMARY

A UX/UI Designer with 10+ years of experience spanning digital product design, content strategy, and education. Brings a thoughtful approach to simplifying complex systems into intuitive, accessible interfaces. Experienced in collaborating with cross-functional teams to translate research insights into practical design solutions, from early concepts through high-fidelity prototypes. Strong focus on accessibility standards and iterative design within Agile environments.

SKILLS

- UX/UI
 - Product Design
 - User Research
 - Figma
 - Adobe
 - Microsoft Suite
 - Google Workspace
 - Wireframing
 - Prototyping
 - User Flows
 - Accessibility (WCAG 2.1 AA)
 - Usability Testing
 - Visual Design
 - Typography
 - Responsive Design
 - Design Systems
 - Web Content Management
 - SEO & Analytics
 - Cross-Functional Collaboration
 - Agile Workflows
 - Visual QA
 - Data Visualization
 - CMS Platforms (including Drupal)
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PROFESSIONAL EXPERIENCE

UX/UI Designer – *Good Beats Nonprofit Organization* | Aug 2023 – Present

- Refined the organization’s website experience by addressing usability gaps and improving accessibility alignment with WCAG standards.
- Partnered with stakeholders to align design updates with organizational goals and apply those needs into clear interface improvements.
- Collaborated closely with developers to ensure accurate implementation of design specifications across devices.
- Introduced a consistent visual system that strengthened brand cohesion and improved user navigation.
- Evaluated and adjusted layouts to support responsive behavior across varying screen sizes.

Junior Creative Designer – *Citizen Codex* | Aug 2024 – Jan 2025

- Designed interface components and prototypes in Figma, ensuring accessibility considerations were integrated from the start.
- Contributed to the development of a shared design system, helping maintain consistency across multiple products.
- Coordinated with developers within Agile sprints, clarifying design intent and resolving implementation questions.
- Improved site usability through thoughtful content structuring and layout adjustments within CMS environments.
- Supported SEO and content strategy efforts to enhance overall user experience.

UX/UI Designer – *Wellbeing Assisted Living LLC* | Aug 2021 – Jun 2023

- Led the redesign and ongoing content management of the company website, improving navigation, accessibility, and user engagement.
- Created high-fidelity wireframes, responsive layouts, and user flows to optimize user experience across platforms.

- Applied accessibility testing and usability feedback to refine web interactions and visual consistency.
- Collaborated with stakeholders to plan and prioritize web updates, ensuring alignment with business goals and SEO best practices.

High School Art Teacher – *Magruder High School* | Aug 2021 – Jun 2023

- Designed learning experiences tailored to diverse audiences, strengthening empathy and communication skills.
 - Broke down complex ideas into clear, structured formats that are directly applicable to UX design.
 - Balanced multiple priorities while maintaining consistent delivery across projects and timelines.
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PROJECT EXPERIENCE

PinPoint App | Location-Based Mobile Application

- Worked with a cross-functional team to design a mobile app that alerts users when they approach saved locations.
 - Translated research findings into wireframes and polished UI designs to improve navigation clarity.
 - Explored multiple design directions through iteration, refining flows from feedback and usability considerations.
 - Prioritized accessibility and simplicity to create a seamless user experience across interactions.
 - Contributed to a successful App Store launch.
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EDUCATION

- **Flatiron School** - Product Design Certification | 2022-2023
 - Completed intensive training in UX/UI design, developing skills in user research, wireframing, prototyping, and translating user needs into practical digital solutions.
- **Notre Dame of Maryland University** – Accelerated Certification in Teaching Program | 2018 - 2020
 - Built strong communication, facilitation, and empathy skills by designing structured learning experiences tailored to diverse audiences.
- **University of Maryland, College Park** – Bachelor of Arts in Studio Art | May 2013
 - Developed a foundation in visual composition, design principles, and creative problem-solving that informs clear, user-focused interface design.