

Yeonji Kim

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Product Designer

with computer science &
product management
background

education

University of Michigan

Expected May 2023 | Ann Arbor, MI

M.S. Information,
UX Design and Research

Ewha Womans University

Feb 2020 | Seoul, Korea

B. Eng. Computer Science and
Engineering
B.A. Digital Humanities

skills

Design

UX/UI Design, Storyboarding,
Personas, Wireframes, Prototyping,
Journey Maps, Design System,
Interaction Design

Research

User Interview, Usability Testing,
Competitive Analysis, Data
Analytics, Contextual Inquiry,
Heuristic Evaluation

Tools

Figma, Sketch, Adobe Creative
Suite, InVision, PowerPoint,
Keynote, Excel

Programming

HTML, CSS, JavaScript, Python,
SQL, Unity, C, Java, Git

publications

Yeonji Kim*, Kyungyeon Lee*, Uran
Oh. Understanding Interactive and
Explainable Feedback for Supporting
Non-Experts with Data Preparation
for Building a Deep Learning Model.
The International Journal of
Advanced Smart Convergence, 9(2),
90-104. *co-first authors

Yeonji Kim. (2020). Design of
Personalized Machine Learning
System for End-Users. ATE, VOL. 10.

work experience

Product Design Intern | Intuit

May 2022 - Aug 2022 | Mountain View, CA (Remote)

- Designed a target state of a cost management dashboard for AI leaders at Intuit to monitor and optimize their AI models and projects.
- Conducted interviews, synthesized insights, and developed them into wireframes.
- Validated concepts and high-fidelity prototypes by testing them with users.

UI Design Intern | University of Michigan

Sep 2021 - Apr 2022 | Ann Arbor, MI

- Improved the design system of 1Cademy, a web application for researchers to deliver consistent designs and set clear guidelines for designers and developers.
- Built 43 icons for both light and dark themes, unified colors and typography, and modified 20+ UI components with detailed documentation of guidelines.

Product Management Intern | LINE Corp

Jun 2021 - Aug 2021 | Gyeonggi-do, Korea

- Suggested product strategy based on data analytics to increase user conversion within LINE Gift features, collaborating with product managers.
- Analyzed content and user data using SQL and Python in LINE, a global messenger app, to understand the behavior of customers in Japan and Taiwan.

UX Design Intern | Duotone

Apr 2021 - Jun 2021 | Seoul, Korea

- Defined visual concepts and strategies of 4 clients coming from the entertainment and electronics industries with their websites, targeting global customers.
- Created information architecture and high-fidelity mockups, with design workshops to explore solutions using methods including card sorting and heuristic evaluation.

Product Manager | Gooroomie

Jul 2020 - Apr 2021 | Seoul, Korea

- Led an end-to-end product development cycle of a new video interview software utilized by 2K+ interviewees, that accommodated specific business needs while communicating with cross-functional teams in an agile environment.
- Spearheaded initial features, layouts, and user flows of a live course application and delivered product functionality to stakeholders—features included content management system that focused on enhancing students' understanding.

projects

UX Designer & Consultant | TechSmith

Sep 2021 - Dec 2021 | Ann Arbor, MI

- Helped conceptualize new interactive video markup tools in Snagit, a screen recording software, to enhance communication and collaboration through video.
- Developed wireframes and prototypes after defining concepts based on user interviews. Iterated prototypes with user feedback.