Jun Ho Kim

junhojeff.com

itsjjk126@gmail.com (516) 749-3345

EDUCATION

Designlab UX/UI Design

2021-2022 | New York, NY

John Jay College of Criminal Justice BS Investigative Science 2014-2020 | New York, NY

SKILLS

Design

Wireframing, Prototyping, User Research, Usability Testing, Information Architecture, Interaction Design, Accessibility (WCAG), Visual Design, Responsive Web & Mobile Design

EXPERIENCE

TCS Interactive | Product Designer

Mar 2023 - Present

Seleted Clients: Huntington Bank, New York Road Runners, Verizon, Teradata

New York Road Runners **↗**

- Conducted user research, usability testing, and data analysis to improve engagement, driving a 35% increase in active participation in NYRR community events.
- Defined and implemented a scalable design system for NYRR, improving consistency by 92% across mobile and web.
- Collaborated with engineering to address technical constraints and API integrations, ensuring seamless delivery of race tracking and login features.

Verizon Unified Mobile and Web ↗

- Designed and optimized the cross-platform TV experience for Verizon Unified Mobile & Web, enhancing usability across devices.
- Partnered with stakeholders to establish a component library and design QA process, reducing troubleshooting-related inconsistencies by 40%.

Teradata (Web redesign and design system)

 Spearheaded the redesign of Teradata's corporate website, aligning the brand experience with business strategy and increasing engagement by 20%.

oVice | Product Designer

Sep 2022 - Mar 2023

ODS 2.0 ↗

- Led development of OVICE Design System (ODS 2.0), ensuring scalable, reusable components and improving design consistency by 92%.
- Designed multi-platform user interfaces with a focus on engagement, resulting in a 35% increase in active usage.

Reactions Menu **↗**

- Implemented interaction patterns to enhance collaboration and reduce response times by 25%.
- Partnered with engineers and PMs in an Agile environment, driving iterative improvements and faster delivery cycles.

Shoulder tap

- Conceptualized and launched the "Shoulder Tap" feature, enabling quick peer-to-peer nudges in the virtual workspace.
- Collaborated with engineers to design lightweight interaction flows that balanced visibility with non-intrusiveness.
- Increased team collaboration efficiency by 40% and reduced response times by 25%, fostering a more dynamic and connected environment.