## **Steve Kim**

stevekimdesign.com

## **Professional Experience**

Feb 2020 - Current	User Experience Designer   Newport Beach, CA Pacific Life
Nov 2018 - Feb 2020	<ul> <li>UI/UX Designer I Pasadena, CA</li> <li>Building Safety Solutions</li> <li>Redesigned and improved the user interface and user experience of original flagship products such as employee training programs and document repositories for large profile clients by creating user flows, determining user needs, wireframing, prototyping, and creating icons, mockups, style guides, and other visual assets for production. Results showed a significant increase of user activity</li> <li>Worked and communicated directly with the development team to make sure assets are delivered correctly, and that designs are implemented accurately</li> </ul>
Jan 2018 - Feb 2018	Freelance Concept Artist 1 Newport Beach, CA inXile Entertainment • Conceptualized ideas and designed character factions and weapons for an upcoming project
Oct 2015 - Oct 2016	Concept Artist I Los Angeles, CA Section Studios • Created digital designs, illustrations, sketches, and production assets for multiple games
Aug 2014 - May 2015	<ul> <li>Teacher's Assistant I Los Angeles, CA</li> <li>Otis College of Art and Design</li> <li>Critiqued student work and provided feedback and paint-over demos</li> <li>Graded each student with the instructor based on their attendance and performance</li> </ul>
Jun 2014 - Aug 2014	<ul> <li>Art Intern I North Hollywood, CA</li> <li>F84 Games</li> <li>Created and conceptualized digital illustrations, thumbnails, and assets for mobile and web games</li> </ul>
Education	
Dec 2017 - Jul 2018	User Interface Design Certificate CareerFoundry   Online
Aug 2011 - May 2015	Bachelor of Fine Arts in Digital Media Otis College of Art and Design   Los Angeles, CA
Skills	
Hard Skills	UI Design, UX Design, Product Design, Visual Design, Graphic Design, Illustration, Interaction Design, Responsive Design, Web Design, App Design, Branding, Typography, Iconography, User Flow, Wireframes, Mockups, Prototypes, User Research, User Testing, HTML, CSS, 2D & 3D Design
Tools	Sketch, Adobe XD, Figma, InVision, Marvel, Adobe Photoshop, Adobe Illustrator, Adobe Creative Suite, Maya, Modo
Recognition	
2011 - 2015	Otis College of Art and Design Scholarship recipient
Language	