

Esther Kim

EDUCATION	University of Washington, Seattle September 2014–June 2018	<i>Bachelor of Design in Interaction Design</i> Class of 2018
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EXPERIENCE	Lippincott September 2018–January 2019 (Client roster available upon request)	<i>Design Intern</i> Collaborating with the innovation team to design digital experiences for fortune 500 companies. Creating high level UX flows, UI designs, wireframes, motion prototypes and moodboards. Working on projects related to branding/identity and visual systems.
	Tectonic (Blink UX) June–September 2017 Client Experience: Amazon, Indeed	<i>UX/UI Design Intern</i> Worked collaboratively with the creative team to assist clients envision the future of their digital products. Designed visual systems for a unified brand and experience. Created high fidelity wireframes, user flows and motion prototypes for weekly UX deliverables. Redesigned the information architecture, UX and UI of existing digital products.
	University of Washington Pipeline Project January–May 2017	<i>Graphic Designer</i> Designed and published a literacy project magazine consisting of stories from elementary, middle and high school students in rural and tribal communities throughout Washington.

TEACHING	University of Washington Learning Technologies May 2017–August 2018	<i>Design Tools Instructor</i> Taught and developed workshops including Adobe InDesign, Illustrator, Photoshop, aimed at the needs of UW students, faculty, and staff. Providing one-on-one consultations based on their design needs.
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SOFTWARE

Sketch
Principle
InVision
Illustrator
InDesign
Photoshop
After Effects
Premiere Pro

CODING

HTML
CSS
Java
Processing

University of Washington Division of Design March–June 2018	<i>Undergraduate Teaching Assistant</i> Worked as a TA for DES 214: Marks and Symbols. Provided students critiques on designing consistent visual design systems (typeface and symbols) and poster designs. Gave demos on Glyphs and Adobe Illustrator.
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University of Washington Division of Design December 2017–March 2018	<i>Undergraduate Teaching Assistant</i> Worked as a TA for DES 371: Interface Design I. Provided students critiques on mobile app design: interaction flows, systems design, visual UI design, microinteractions, prototypes and wireframes. Gave demos on Sketch and Principle.
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