Sanseong-daero Jungwon-gu, Seongnam-si **802, 152-3**	**Yujin Kim** +82 010 6519 1161	**kim618160@gmail.com** www.linkedin.com/in/yujin-kim-ux uxyujinkim.com

I am a postgraduate at Birmingham University and an aspiring UX designer. My MSc is in Human Computer Interaction, and my first degree is in Game Design in South Korea. I am an experienced game designer, and I was a CBRN(Chemical, biological, radiological and nuclear defense) Operations Controller in the South Korean Army.

Education

Sept 19 to date   **MSc Human Computer Interaction** (Distinction) – Birmingham University, graduating December 2020

Module	Grade
Final Project – "Emoji Vs Text Tags: Document Retrieval in the Cloud"	**72**
Research Skills	**66**
Second Semester Mini-Project	**73**
Evaluation Methods and Statistics (incl. programming in R)	**95**
Research Topics in HCI	**84**
Mobile and Ubiquitous Computing	**72**
Software Workshop (Programming in Java)	**89**
Human Computer Interaction Theory and Practice (inc. Wireframing, prototyping etc)	**86**

Mar 06 – Feb 12   **Bachelor of Engineering in Game Design**, Kongju National University – GPA 3.78 (equivalent to a high 2.1) including 2 years National Service.

Awarded Full-fee Academic Excellence Scholarship in final year

Key Tech Skills

- Accomplished at UX design – incl. Use case and flow diagrams, wireframing and prototyping
- Practiced at running user workshops, usability tests, A/B testing, questionnaires, surveys and interviews to gather information about user needs and behaviours
- Experienced at designing information architecture
- Familiarity with Agile and Scrum
- Fluent in Java, C, C++, R
- Familiar with HTML, CSS and Java Script
- Experienced with Sketch, Adobe XD, Figma, Invision, Balsamiq, Adobe photoshop, Adobe illustrator, Adobe premier, Autodesk 3D Max, Android Studio, Trello etc.
- Proficient with Operating Systems iOS, MacOS, Linux and Windows.
- Expert at Game Design
- Skilled at Graphics Design
- Knowledgeable of practical statistics and Intelligent Data Analysis
- Well-developed reporting and presentation skills

- Able team player, communicating with collaborators and stakeholders
- Trained in Business Administration, Advertising and Marketing

Work Experience and Events

Mar 07 – Mar 09 **National Service** in South Korea, CBRN Operations Controller
- Prepared strategies in an elite team for CBRN defence (defending against Chemical, Biological, Radiological and Nuclear warfare hazards)
- Demonstrated integrity, ability to perform under pressure, ability to adapt, problem solving, effective communication, teamwork and collaboration.

May 09 – Jan 12 **Founder, CEO and game designer at Criksoft**, start-up game company
- As an undergraduate student, I founded a game startup and successfully launched my game on the app store and google play store.
- Employed effective software engineering process and agile development cycles
- Tested prototypes on user groups who gave user feedback that informed our design decisions

Nov 12 – Nov 14 **Game Designer at NGM Studio,** Seoul
- Designed game architecture and systems, making them as user-friendly, intuitive and fun as possible. This involved UX research methods and UX design solutions
- Designed an engaging, easy-to-use User Interface
- Delivered presentations to investors to support raising capital
- Collaborated with other departments across the company to achieve the overall design goals

Nov 15 ***Korea National Game Development Conference***

Aug 16 – Mar 18 **Barista at EAT**, London
- Completed course at a London Language school
- Exercised spoken English skills, serving customers food and beverages and providing excellent customer service

Apr 18 – Sep 19 **Support Services in South Korea** preparing for return to the UK, including working for**:**
- Dow Food Service Co., Ltd
- Minenet
- CJ Logistics

May 21 – Feb23 **Allex Lab** in South Korea, UX Strategist/Designer
- Worked with LG Electronics, Hyundai Genesis, SK Broadband
- Designed UX/UI the services of clients
- Wrote UX principles and guidelines

May 23 – Now **Wert Intelligence** in South Korea, UX Strategist/Designer
- Designed UX/UI AI patent data classifier of the patent data search service. This involved leading TF team
- Created branding guides for new AI services