Josh Kim Product Designer

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EXPERIENCE	
Product Designer II Dick's Sporting Goods Jan '20 - Present	Working closely with product managers, engineers, and designers to assess areas of opportunities and new features to design and implement into our apps. Designed and launched our all-new end-to-end mobile shopping experiences for flagship apps resulting in 1M MAU (50+% YoY and growing).
	Created the mobile app white label design kit to maintain consistent UI experiences across platforms and brands.
	Collaborating with a team of designers and engineers to create an internal design system. Responsible for creating Figma libraries and design documentation.
Jr UX Designer Dick's Sporting Goods Jul '18 - Jan '20	Worked within an agile product team to deliver an internal web platform wherewithin merchandisers plan and launch pricing events. Responsible for user research, facilitating ideation sessions and stakeholder meetings, designing web interfaces and collaborating with product manager and engineers for development.
	Led external projects in advocating design thinking and processes for various stakeholders. Redesigned and launched internal HR service platform. Responsible for the user research, wireframing, and mockups for developer hand-off.
UX Designer & Lead Design Clinic 2017	Collaborated with a team of 4 designers to consult design-solutions projects. Successfully delivered and presented high-fidelity prototypes to clients using InVision

SKILLS

Understanding Users / Product / Business Illustrations / Sketching / Wireframing / Prototyping Testing Design Solutions Style Guides / Pattern Libraries

Figma / Sketch Photoshop / Illustrator

Python HTML / CSS / Javascript Frameworks / APIs

EDUCATION

University of Michigan - Ann Arbor BS in Information - UX Track

Graduated 2018 Dean's List Best UX Project Award-Dell