DAVID KIM

Lead Product Designer

(212) 555-2945 📞

david.kim@gmail.com ✉

david.kim@gmail.com, New York, NY 📍

PROFESSIONAL SUMMARY

Lead Product Designer with experience in leading teams, developing strategies, and crafting innovative solutions for consumer-facing applications. Skilled in managing design sprints, mentoring teams, and optimizing user experience for both mobile and desktop platforms.

EDUCATION

2010 - 2012

Master of Science in Human-Computer Interaction

City University of New York, City College / United States

2004 - 2009

Bachelor of Fine Arts in Design

School of Visual Arts / New York, NY

Certified ScrumMaster

Scrum Alliance / Certification Date: July 2022

Advanced User Interface Design

Coursera / November 2021

UX Design Professional

Interaction Design Foundation / June 2021

SKILLS

- Product design strategy — Expert
- Team leadership — Expert
- Agile methodologies — Expert
- Design sprint facilitation — Expert
- High-fidelity prototyping — Expert
- Figma, Sketch, InVision — Expert
- Usability testing — Expert
- Design systems — Expert
- Team collaboration — Expert

AWARDS

- Design Excellence Award, 2024
- Best Mobile Experience , 2019

EXPERIENCE

2018 - Now

Lead Product Designer

Innovative Solutions / United States, New York, NY

- Manage a team of product designers, ensuring consistent design quality and cohesion across multiple lines.
- Conduct design sprints to rapidly prototype new features and validate concepts with users.
- Collaborate closely with product managers, developers, and business stakeholders to align on design goals and deliverables.
- Create high-fidelity prototypes for both mobile and web apps, ensuring a seamless user experience across platforms.

2012 - 2017

Product Designer

Visionary Creations / United States, New York, NY

- Developed wireframes, prototypes, and UI elements for web and mobile applications.
- Worked alongside developers to ensure designs were properly implemented, ensuring a seamless user experience.
- Conducted usability tests and incorporated feedback into design iterations, improving user satisfaction by 20%.

KEY ACHIEVEMENTS

- Successfully led a team of 10+ designers, resulting in a 30% improvement in design quality and user satisfaction across multiple product lines.
- Pioneered the development of a design system that reduced the product release cycle time by 25%.

PROFESSIONAL DEVELOPMENT

- Actively mentoring junior designers and providing feedback.
- Regularly attend industry conferences such as AIGA Design Conference.
- Led internal workshops on design thinking and prototyping.