

Elmer Kim

Product Designer, Researcher

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Deliver useful human experiences through learning, reimagining, and relentless iteration.

I have 8 years of experience in product design with a background in engineering and research. I currently support enterprise software development by conducting product research, exploring & testing new workflows with prototypes, and delivering hi-fidelity mockups.

By leveraging my passion in design and education in human factors, systems engineering, and data analysis, I thrive in problem spaces that are technically challenging and new.

EXPERIENCE

Senior Product Designer Trifacta

2016 – Present

Led design delivery for multiple iterations of a flow-view to enable analysts to navigate, manage, reuse, and execute complexly related transformations. Championed, conducted, and synthesized user interviews, journey mapping, workflow audit, and competitive eval into a multi-release product vision. Designed new future-proof and scalable page architecture, ingestion of excel and pdf files, and organization of flows. Collaborated on design system.

Interaction Designer Treasure Data

2015 – 2016

Sole UX designer for data collection and querying infrastructure product in 80-person org. Delivered designs for data connection library, setup wizard, and monitoring page to eliminate a technical and insecure programmatic procedure. Reskinned entire product console to improve and simplify info architecture, modernize styles, and rebrand workspace.

User Experience Engineer IBM

2012 – 2015

Led design for new Text Analytics tool for data analysts to extract patterns from unstructured text. Drove daily design reqs for agile Big Data dev team, including wireframes, med-fidelity mockups, usability tests, and competitive evaluation. Contributed to design system and docs.

Research Specialist, Lead Engineer University of Virginia

2007 – 2012

Explored upper-limb prosthetics design; sensors integrated w/ neural algorithms to mimic touch. Designed and programmed motion control, spiking algorithms, computational models, and data collection & analysis. Built hardware and electronics for neurophys experiments.

EDUCATION

School of Engineering & Applied Science University of Virginia

Master of Science, Systems Engineering

2008 – 2010

Bachelor of Science, Systems Engineering

2004 – 2008

Concentration in Human Factors • Minor in Applied Mathematics

ACTIVITIES

“How Data Transforms Design” Meetup talk – UX Eye Bay Area, SF

2016

Best paper award, IEEE World Haptics Conference – Daejeon, South Korea

2013

Program chair, Local UVA HFES chapter

2009 – 2010

DESIGN SKILLS

Research & Analysis

Competitive Evaluation

Storyboarding

Information Architecture

Wireframing

Prototyping

Interaction design

Usability Testing

Journey mapping

Quantitative analysis

TOOLS

Sketch

Figma

XD

InVision

Paper

TECH

HTML/CSS

JS

MySQL

C#

Java

R

MATLAB