

EUGENE KIM

Experienced product designer and leader delivering world-class products.

SELECT EXPERIENCE

LERETA, LLC, Covina, CA — *Manager Product Design*

October 2018 - December 2019

LERETA provides property tax services nationwide. I was tasked with building the company's first UX research and design team to support the overhaul of their legacy tools.

QuanticMind, Redwood City, CA — *Sr. User Experience Designer*

January 2017 - October 2018

QuanticMind provides SEM optimization in ad purchasing. I conducted user research to understand user needs and to help inform stakeholders on product strategy. In addition, I was the lead UX designer for an internal suite of applications for our expanding customer service team.

Spokeo, Pasadena, CA — *Sr. Interaction Designer*

March 2016 - January 2017

Spokeo provides people intelligence search services. I led efforts to help identify users and create personas by conducting contextual inquiries and diary studies.

Live Nation/Ticketmaster, Hollywood, CA — *Lead Interaction Designer*

March 2012 - March 2016

Ticketmaster provides access to events and ticketing tools for venues. I led a team of 5 interaction and visual designers to redesign client applications for event and yield management. I designed web app and iOS products to support venues and promoters.

AT&T Interactive, Glendale, CA — *Sr. Human Factors Engineer*

February 2009 - March 2012

AT&T Interactive housed several brands of products, including YP.com. I worked closely with user researchers and visual designers to lead design efforts for both consumer and enterprise facing products. These included internal tools for sales representatives and consumer-facing mobile web and iOS apps.

OTHER EXPERIENCE

Ranker, Los Angeles, CA — *Sr. Information Architect*

Walt Disney Parks and Resorts Online, Burbank, CA — *Sr. Information Architect*

FOX Interactive Media/IGN, Brisbane, CA — *Information Architect*

EarthLink, Pasadena, CA — *Information Architect*

EXPERTISE

- Applying design principles to achieve user and business goals.
- Communicating design through user flows, journey maps, wireframes, and prototypes.
- Facilitating contextual studies, focus groups, and usability testing to gather user research.
- Assisting product management with requirements gathering and user story development.
- Expert knowledge of core design and prototyping tools including Sketch, Invision, Axure, and Adobe CS.
- Ability to work cross-functionally with visual designers, developers, and stakeholders within Agile/Lean project environments.

RANDOM FACTS

- I created an iOS application for California fish species identification.
- LOVE BBQ! In fact, I can cook up some mean Texas short ribs.
- In a previous life, I worked as a radio announcer.

CONTACT ME

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