



Product Designer

- 📍 Washington D.C.
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Skills

- Human-Centered Design
- UX Research
- Workshop Design
- Client Consulting
- Visual Design
- Section 508
- Wireframing
- Prototyping
- Art Direction
- Brand Identity
- Affinity Mapping
- Usability Testing
- Sketching

Design Tools

- Figma
- Adobe XD
- Sketch
- Mural
- Miro
- FigJam
- Framer
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe Premiere

Education

University of Maryland,
Baltimore County

Aug 2016 – Jun 2022
B.S. in Information Systems

Joseph Kim

Using my 5+ years of experience, I specialize in collaborating with clients and interdisciplinary teams to translate complex workflows into intuitive experiences that drive measurable results, using product design, human-centered design, work-shopping, and strategic digital solutions.

Experience

Booz Allen Hamilton—Design Strategist | Product Designer

Dec 2022 – Jan 2025

- Organized and led workshops for 50+ senior aerospace leaders to introduce creative problem-solving methods, driving alignment around user-centered strategies and innovation goals.
- Led 5+ end-to-end UI/UX projects for clients, using Adobe XD to develop interactive prototypes and dashboards tailored to user needs—resulting in measurable improvements in task completion and overall usability. (Details confidential due to NDA)
- Facilitated 10+ remote workshops using Mural for Navy stakeholders, aligning cross-functional teams and identifying workflow inefficiencies within stakeholder ecosystems.
- Created visually engaging briefs and info-graphics to clarify technical capabilities for Navy clients, improving strategic understanding across non-technical audiences.
- Designed a Section 508 Compliance Overview info-graphic, boosting accessibility awareness and improving compliance adherence across the Navy's CANES team.

Scherr—Lead Product Designer

Jan 2025 – Jun 2025

- Led the design of a custom CRM tailored to the unique workflows of general contractors and handymen to replace a fragmented tool-set with a single, cohesive platform—eliminated the need for 4 separate apps previously used for scheduling, messaging, invoicing, and notes.

Nourish Science—UI/UX Designer

Feb 2023 – Present

- Consult and maintain UI/UX for the company website, enhance user experience and interface by implementing new web-pages to improve site functionality and user engagement.

Bethel CWM—UI/UX Designer

Feb 2021 – Jul 2021

- Partnered with a product designer and developers to build a website that addressed low visibility of nonprofit programs and volunteer opportunities.
- Authored a detailed design-to-dev spec that clarified animations, transitions, and UI behavior to avoid build inconsistencies and rework.

The Koop—Lead UI/UX Designer

Oct 2020 – Jan 2021

- Redesigned the website for a local restaurant to fix responsiveness issues and improve ordering flow on mobile devices.
- Developed a visual style guide to streamline developer hand off and reduce back-and-forth on implementation, accelerating time to launch.