

# Nami Kim

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## EDUCATION

### University of California, Berkeley

*Bachelor of Arts in Cognitive Science*

Berkeley, CA

Aug. 2024 – Dec 2026

### Irvine Valley College

*Associate's in Liberal Arts*

Irvine, CA

Jan. 2023 – May 2024

## EXPERIENCE

### Frontend Developer

Sept 2025– Dec 2025

*University of California, Berkeley — Open Project*

*Berkeley, CA*

- Translated finalized Figma designs into responsive React Native screens using Expo
- Implemented reusable UI components (RestaurantCard, Button, HeartButton) with consistent visual styling
- Set up navigation, icons, and color themes to align with the product design system
- Built a dynamic Profile Screen that generates preference buttons from data
- Collaborated with designers and developers using Git branching and real-device testing on Expo Go

## PROJECTS

### Anchor | *Figma, HTML, CSS, React, Vite Supabase*

June 2026 – Aug 2026

- Owned front-end stylesheet development for Anchor, translating Figma specs into a reusable CSS design token system that powers 4 selectable app themes (Sage, Lavender, Ocean, Terracotta)
- Designed and moderated a 5-participant think-aloud usability study across 3 core task flows, defining per-task success criteria and quantitative benchmarks (task completion rate, time-on-task, error count) to score performance against target thresholds
- Synthesized session recordings and a 9-item usability survey into 13 thematic codes, clustering them into 3 prioritized usability themes, each paired with a specific design recommendation
- Conducted thematic coding of qualitative data (interviews/surveys) to surface key user pain points

### Munch | *Figma, HTML, CSS, React*

Sept 2025 – Dec 2025

- Built mobile UI based on team Figma designs, implementing styled components and interaction behaviors
- Integrated icons, themes, and screen layouts while maintaining design consistency
- Developed a dynamic Profile page and tested interfaces across iOS/Android using Expo Go

### Dot | *Balsamiq, Miro*

July 2025 – Aug 2025

- Led UX research including 8 needfinding interviews across the team, synthesizing findings into an empathy map, journey map, and a validated user-needs statement
- Facilitated a heuristic evaluation with 4 peer reviewers scored against 7 usability heuristics (discoverability, feedback, affordances, mappings, constraints), then ran task-based usability testing with 4 additional participants
- Designed low-fidelity wireframes for 4 core input modes (voice, text, photo, whiteboard) across 8 screens in Balsamiq
- Prioritized findings into 6 concrete, ranked design recommendations (e.g., disambiguating icon affordances, adding save-state confirmation) that directly informed the next prototype iteration

### Nuo | *Adobe Photoshop, Canva, Procreate, 2D drafting*

Jan 2025 – May 2025

- Led the early visual development by producing concept sketches and 2D draft drawings of the lamp's form
- Designed the team's presentation poster using Photoshop and Canva, focusing on visual clarity and storytelling
- Worked with teammates who built on my 2D drafts to create Rhino 3D models, later manufactured using CNC laser cutting
- Helped shape the aesthetic direction and ensured design consistency through all deliverables

## TECHNICAL SKILLS

**Design:** Figma, Balsamiq, Miro, Adobe Photoshop, Canva, Procreate

**Languages:** Python, JavaScript, HTML/CSS, R

**Frameworks:** React, React Native(Expo), Node.js, Express.js

**Developer Tools:** Git, Vite, Supabase Google Cloud Platform, VS Code

**Libraries:** pandas, NumPy, Matplotlib, Chart.js