

Jun-Ha Kim

UI/UX & Product Designer

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Experience

Synchrony | UI/UX Design Intern

Champaign, IL | January 2026 - Present

- Designed and prototyped responsive experiences for AI chat, account management, payment services, and help-resource workflows in Figma.
- Built reusable components, system-state variants, and interactive prototypes using auto layout and established design-system patterns.
- Researched competitor and industry patterns and translated findings into design recommendations presented to designers and stakeholders.

Design Innovation | UI/UX Designer

Champaign, IL | August 2023 - May 2026

- Improved mobile platform usability by conducting 10+ user interviews and identifying 4 major pain points, leading to design adjustments.
- Gathered 20+ user insights and designed 80+ wireframes and prototypes (low/high fidelity) in Figma; performed usability testing to refine designs.
- Presented prototype iterations at bi-weekly checkpoints, incorporating 50+ points of user feedback and alignment into the final design.

HackIllinois | UI/UX Designer & Illustrator

Champaign, IL | August 2024 - May 2025

- Contributed to UI/UX and visual design for mobile and web applications, improving user engagement and visual aesthetics.
- Worked with the team to translate the project into functional design elements that aligned with user needs and brand standards.
- Refined navigation through 3 rounds of user testing, incorporating 50+ pieces of user feedback into the final designs.

Undergraduate Research Apprenticeship Program | Undergrad Researcher

Champaign, IL | January 2024 - June 2024

- Researched ecological design's impact on well-being, developing and testing 3D green-space simulations.
- Conducted and analyzed survey data from 120+ participants to identify trends in urban design perception.
- Presented findings at the Undergraduate Research Symposium to 100+ faculty and peers.

Leadership

Ascend UIUC Chapter | Marketing Director

Champaign, IL | Jan 2025 - May 2025

- Increased Ascend recruitment engagement by 14,000+ views through targeted marketing campaigns.
- Designed social media campaigns to boost engagement + brand visibility.
- Oversaw merchandise design and production to strengthen community identity and collaborated on marketing to align with organizational goals.

Education

University of Illinois at Urbana-Champaign

BFA in Graphic Design

BS in Information Sciences (HCI/UX)

August 2023 - May 2027

GPA: 3.71/4.00

Skills

Tools

Figma/FigJam, Procreate, Adobe Suite (AI, PS, LR, PR), Qualtrics, Miro, Microsoft Office

Research

Competitive Analysis, User Interviews, Surveys, Tree Testing, Usability Testing, Data Analysis, Data Visualization

Ideation

User Personas, Journey Mapping, Affinity Mapping

Design

Wireframing, Prototyping, Responsive Design, Product Design, Visual Branding, Design Systems, Interaction Design, Information Architecture, Graphic Design, Illustration

Additional

Academic Honors

Dean's List, AP Scholar with Distinction

Interests

Drawing, Painting, Basketball, Golf, Brazilian Jiu-jitsu, Pickleball, Skiing, Piano, Fishing, Travel, Running, Matcha

Languages

English (fluent)

Korean (conversational)

Spanish (conversational)