Ryun Shim

HTTPS://WWW.RYUNSHIM.COM   LINKEDIN.COM/IN/RYUNSHIM   RYUNSOOSHIM@GMAIL.COM   516.580.1416

EXPERIENCES

UX/UI Designer KoDoc   SEPT 2024 - PRESENT

- Redesigning the UX/UI of a healthcare directory by creating wireframes, prototypes, and high-fidelity designs in Figma, delivering a modern, user-centric interface that enhances navigation and accessibility for Korean-American communities nationwide.
- Collaborating with cross-functional teams to align design solutions with business objectives, ensuring seamless integration of sponsorship features and provider profile enhancements, while maintaining a focus on user experience and accessibility.

UX Intern DesignAI Group   JAN 2023 - SEPT 2024

- Designed and executed research projects using quantitative and qualitative methods (e.g., interviews, co-design workshops, questionnaire development) to inform iterative design improvements for adaptable and task-specific LLM modules, ensuring alignment with user needs.
- Authored 2 academic papers focused on HCI and UX design, presenting research findings and design recommendations to guide design decisions and promote user-centered design principles in the development of effective and engaging user interfaces.

UX Lead Google (Capstone Project)   JAN 2024 - MAY 2024

- Designed and conducted a survey with 40+ customer engineers and performed 2 in-depth cognitive interviews, in addition to delivering journey maps, user jobs and scenarios, task flows, and personas in support of conceptualizing and delivering assets.
- Led a team of 7 in interpreting these UX insights and integrating them into targeted design enhancements, to optimize tool performance and reduce in workload for non-customer relations tasks.
- Acted as a key intermediary between data scientists and UX designers by using Tableau to analyze and visualize complex data, translating these visual insights into actionable design improvements and ensuring data-informed recommendations effectively guided design solutions.

UX/UI Designer Cornell Lab of Ornithology   JAN 2021 - JAN 2024

- Crafted and led iconography enhancements for eBird Mobile application, improving design consistency and accessibility for over 800K+ global users by implementing industry-leading accessibility standards, resulting in a more inclusive and user-friendly experience.
- Designed and executed detailed user journeys, mockups, and interactive prototypes to effectively visualize and communicate design concepts, driving user engagement and satisfaction across multiple touchpoints.
- Facilitated stakeholder collaboration to align on product outcomes for the Merlin Bird ID design system, successfully implementing tailored UI components that supported over 1.6M+ users, at the intersection of business needs and technical capability.

EDUCATION

Cornell University

M.P.S. in Information Science · GPA: 4.0   AUG 2023 - MAY 2024
B.A. in Information Science, Minor: Game Design · GPA: 3.9   AUG 2020 - DEC 2023

SKILLS

Figma, Qualtrics, Origami Studio, Balsamic, Sketch, Adobe Creative Suite, R Studio, Tableau, HTML, CSS, Python, Wireframing, Prototyping, Information Architecture, User-Centered Design, Accessibility Standards, Responsive Web Design, Android/iOS Design, Design Systems, A/B Testing, User/Usability Testing, Research Design, Product Research, Market Analysis, Data Analysis, Qualitative and Quantitative Research, User Interview