KEVIN OH

Product ~~Designer~~ Creator

425.977.3702
kev12502@gmail.com

EXPERIENCE

Zoom Video Communications — Seattle, WA (Remote)

Senior Product Designer • July 2022 - Oct 2023

- Led design for Real-Time Media Streams (RTMS), a new system that allows developers to access live meeting data to power features like automatic notes and summaries—replacing third-party bots that created poor meeting experiences
- Designed meeting-level controls and permission flows so hosts and participants could clearly understand and manage when apps were accessing live meeting data

Product Designer • July 2022 - Oct 2023

- Designed Auto-Open and persistent app settings that allowed apps to stay active across meetings, improving continuity and repeat usage
- Created and documented a Zoom Apps Figma component library and file structure system, improving consistency and speed across the design team
- Led redesign explorations for how apps are discovered and opened during meetings, testing multiple navigation patterns to reduce friction without cluttering the interface.

Associate Product Designer • July 2022 - Oct 2023

- Expanded Zoom Apps from desktop to mobile, tablet, and Zoom Rooms, ensuring a consistent app experience across devices
- Designed Collaborate Mode and Guest Mode to allow meeting participants to use apps even without prior installation, while handling different document access permissions
- Designed the initial desktop Marketplace experience, introducing categories and featured placements to improve app discovery

Strive Tech — Seattle, WA

UX/UI Design Intern • Mar 2021 - June 2021

- Led end-to-end product design as the sole UX designer, shaping strategy and interaction models for a biometric wearable platform used by professional sports teams
- Partnered with sports scientists to define coach personas, decision-making workflows, and product requirements, translating complex physiological data into intuitive, insight-driven dashboards
- Built foundational UX systems, information architecture, and scalable design patterns in a 0→1 environment, improving product consistency and cross-functional alignment

UW Husky Union Building (HUB) — Seattle, WA

Graphic Designer • June 2019 - Sept 2020

- Led design of high-visibility graphics, wayfinding systems, and digital media assets supporting facilities and events serving 2M+ annual visitors; improved clarity and brand consistency across campus touchpoints
- Redesigned client booking and internal operational forms using UX principles, increasing usability and efficiency while contributing to engagement campaigns and an annual impact report highlighting program outcomes

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EDUCATION

University of Washington — Seattle, WA

Bachelor of Design : Interaction Design • Class of 2020

- Cum GPA: 3.67
- Dean's List: 6 quarters
- 2020 Striker Design Capstone Award

SKILLS

Product Strategy
Platform & Ecosystem Design
Design Systems Architecture
Developer Experience (DX)
Systems Thinking
Interaction Design
Cross-Functional Leadership
Design-to-Code Workflows
Data Visualization Systems
Automation Workflows
AI-Assisted Prototyping
Design Research
Admin & Config UX

TOOLS

Figma Suite
Claude /LLM Coding Tools
Adobe Creative Cloud
Procreate

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