

KEVIN OH

Product Designer Creator

kevinoh.design

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EXPERIENCE

Zoom Video Communications — Seattle, WA (Remote)

Senior Product Designer • Nov 2023 - Feb 2026

- 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 2021 - Jul 2022

- 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

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