

Yeon Kyung Kim
(Young Kim)

Product designer with 8+ years of experience based in San Francisco Bay Area
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PUBLICATION

Digestible UX (www.digestibleUX.com)
Founder & Co-Author

San Mateo, CA
Jan 2025 – Present

- AI-focused UX insights newsletter; ~900 subscribers across 25+ publications through organic growth

WORK EXPERIENCE

Google
Senior UX Designer, Android OS (Contractor)

Mountain View, CA
Nov 2025 – Present

- Leading UX recovery for phone app serving 3B+ devices after major redesign dropped user satisfaction; redesigning navigation to restore satisfaction to 80%
- Integrating on-device AI image generation into personalization feature used by ~6M+ users; defined three-phase UX roadmap separating engineering constraints from design vision
- Redesigning Settings experience that had stalled due to lack of engineering buy-in; reframed problems around user safety and trust, securing dedicated engineering allocation

Senior UX Designer, Play Games (Contractor)

Apr – Nov 2024

- Designed the first scalable promotion system across mobile, web, and desktop; drove \$1.2M in user spend in the first week and 72% repeat usage
- Identified three critical flaws in team's top-priority project built on outdated assumptions; evidence-based case deprioritized it, redirecting resources to higher-impact work

Senior UX Designer, Android OS (Contractor)

Jul 2023 – Feb 2024

- Designed new calling experience for flagship phone across two tracks; MVP solving immediate user needs and visionary direction targeting Gen Z and Gen Alpha; rolling out in 2026

UX Designer, Google Analytics (Internship)

May – Aug 2022

- Shipped smart suggestion features for web analytics platform used on 15M+ websites, from research through user testing to ship; co-led cross-functional design sprint with ~20 participants

Drama & Company Remember, Korea's largest professional networking platform

Seoul, Korea

Senior Product Designer

Oct 2020 – Aug 2021

- Led redesign of social community feature for 4M+ user platform; WAU increased 1.8x, retention 1.5x; work cited in \$120M funding round
- Removed login wall for shared content, betting on reach over signups; sharing up 1.9x, likes per post 1.7x

The Paulson Institute US-China policy think tank

Chicago, IL

UX/Graphic Designer

Apr 2019 – Jun 2020

- Redesigned think tank website with 50+ page wireframes; reduced article bounce rate through strategic content linking validated with A/B testing

FXGear Inc. AR/VR hardware and computer graphics solutions startup

Seoul, Korea

UX/UI Designer

Sep 2015 – Dec 2017

- Built AR fitting kiosk and VR headset interfaces; replaced static body scan guide with animation, errors dropped 57%; CES 2018 Award

Korea University Digital Media Lab Co., Ltd. Digital product consulting studio

Seoul, Korea

UX/UI Designer

Aug 2013 – Sep 2015

- Overhauled financial service app for Korea's second largest bank, DAU increased 6x

EDUCATION

School of Visual Arts
MFA in Interaction Design | Merit-based scholarship

New York, NY
May 2023

Ewha Woman's University
BFA in Visual Information Design

Seoul, Korea
Feb 2011

SKILLS

Tools: Figma, After Effects, Claude, Gemini, HTML/CSS

Methods: Product design, Interaction design, user research, usability testing, design systems, accessibility, data-informed design, iconography, branding