Dennis Kim

Senior UX Designer

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Summary

Senior UX Designer with 10+ years designing complex B2B enterprise products, specializing in data-rich workflows and AI-driven experiences. As sole designer at Graphika, I owned end-to-end experience design from discovery to delivery for their intelligence platform. Expert in translating complex requirements into intuitive interfaces through user research, rapid prototyping, and cross-functional collaboration. Leveraged AI tools (Cursor, v0, Lovable, Figma Make) to accelerate delivery. Skilled at facilitating design workshops and validating solutions in agile environments. Experienced in building and maintaining design systems and component libraries.

Experience

Senior UX Designer – Graphika

Dec 2021 – Nov 2025 (Remote)

Design leadership:

- Introduced formal design process to a service-based organization; established UX as a core part of product development.
- Defined and implemented standards for usability, research, and visual consistency across teams. Drove adoption of collaborative design tools and rituals, fostering shared ownership between product, go-to market, and engineering.
- Positioned design as a strategic partner in shaping product roadmap, influencing prioritization and vision for future releases.

Responsibilities:

- Sole designer for two major platform launches (first SaaS product and product rehaul). Introduced new feature sets and full UI redesigns that enhanced the network analysis experience.
- Owned the full product design lifecycle: discovery, ideation, prototyping, and delivery. Facilitated cross-functional team workshops that informed product-market fit and streamlined delivery by ~30%.
- Established recurring product alignment meetings with leadership, reducing rework cycles and increasing delivery confidence.
- Built and maintained a scalable design system ensuring visual consistency, smoother developer handoff, and faster feature release cycles.

- Authored user stories, acceptance criteria, and documentation that improved design-dev handoff and reduced post-release design fixes.
- Designed data visualization systems and information-dense workflows to surface network intelligence insights.

Impact highlights:

- Platform featured in client's operations center 24/7 as their exclusive intelligence dashboard, directly supporting critical monitoring decisions.
- Improved insight delivery cadence from weekly to daily by establishing platform-informed analytical workflows and building interactive tools for internal analysts.

UX Designer – Intrepid Pursuits

Jun 2018 – Nov 2021 | Boston, MA

- Collaborated with cross-functional teams to design and deliver digital products for clients in life sciences, automotive, and education industries.
- **Education**: Ran the full product design cycle for a student growth platform—conducted usability tests, design sprints, and feedback sessions—resulting in improved user focus and engagement among beta testers.
- **Automotive**: Partnered with an external client as a hybrid UX Designer and product strategist, conducting discovery workshops, contextual inquiries, and card sorting exercises to shape product direction and feature prioritization.
- **Life Sciences**: Drove a rapid two-week design sprint to deliver a mobile app MVP, creating 30 high-fidelity screens from a research brief and accelerating client decision-making on go-to-market strategy.
- Designed high quality modular UI components and to support design systems across multiple clients.

UX Designer – Phyn (Contract)

Sep 2017 – Nov 2017 | Torrance, CA

- Contracted for mobile app strategy, UX, and wireframes, working directly with devs/stakeholders in an agile environment.

UX Designer – InvestCloud

Feb 2015 – Sep 2017 | Los Angeles, CA

- Designed/implemented responsive web platforms for financial clients with cross-functional teams.

Earlier: UX/UI Consultant (Dogtown Media), IT & Project Specialist (UBTOS USA Inc.)

Education

BA, Philosophy – University of California, Riverside
UX Design – General Assembly

Skills

Core Competencies

Product strategy • 0-1 platform launches • Design sprints • Cross-functional collaboration • Design systems • Visual design • Information architecture

Design & Prototyping Tools

Figma (advanced) • Cursor • v0 • Framer • Sketch • Adobe Creative Suite • FigJam • Miro • Lucid

Research & Analytics

User research • Usability testing • Maze • Mixpanel • Google Analytics • Data-driven design decisions • Contextual inquiries • Diary studies • Heuristic evaluation • Survey design

Process & Methods

Design thinking • Service design • Workshop facilitation • Design sprints • Early-stage concepting • Systems thinking • Strategic problem-solving