

Dennis Kim

Senior UX Designer

Summary

UX designer experienced in OSINT workflows, AI, and cybersecurity. Delivered multiple 0-1 social intelligence platform launches as the sole designer, leading design sprints, workshops, and product strategy. Skilled at uniting technical, business, and user goals into data-rich, insight-driven solutions.

Experience

Senior UX Designer – Graphika

Dec 2021 – Nov 2025 (Remote)

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.

Location

Los Angeles, CA

Contact

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Links

[LinkedIn](#)
[Portfolio](#)

Skills

Design Tools
Figma, Sketch, Adobe CS

Research Tools

Maze, Mixpanel, Google Analytics

Collaboration

FigJam, Miro, Lucid

Prototyping

v0, Cursor, Warp,
Google AI Studio

Process & Methods

Design thinking, service design, workshop facilitation

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.

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.

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