

Mayene D. Kim

Product, Accessibility, & Inclusive Designer · San Francisco Bay Area

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Portfolio: mayene.kim

Profile: linkedin.com/in/mayene

RECENT EXPERIENCE

Senior Product Designer — *Friends From The City LLC*

MAY 2024 – PRESENT · REMOTE · FULL-TIME

- Transformed the Centers for Medicare & Medicaid Services' internal contract evaluation tool from an Excel spreadsheet to a MVP machine learning and data analysis web experience in 1 quarter
- Ran foundational research with 11 CMS Data Scientists to understand their needs around an AI Workspace and presented an in-depth readout to teammates and CMS Leadership with insights and recommendations
- Facilitated 2 product vision and design workshops with the CMS OIT team and conceptualized a complete redesign of the CMS System Census to support OIT's data gathering needs, then ran research sessions to gather insights on design concepts
- Inherited and led product design on internal CMS 0-to-1 AI product that aims to boost employee productivity and AI literacy
- Created UX Roadmaps for 2 of 3 workstreams as an example for other functions and to facilitate more efficient cross-functional backlog refinements and sprint planning meetings

Lead Product Designer — *Spire Health*

MAY 2023 – MAR 2024 · SAN FRANCISCO, CA (HYBRID) · FULL-TIME

- Own the end-to-end patient experience, including Remote Patient Monitoring Kits and the Spire Patient App
- Plan product roadmaps, define vision, and execute designs for the patient experience
- Manage UX Content Designer and mentor cross-functional teammates on UXR, accessibility, and design systems

Associate Director, Design & Research — *Pear Therapeutics*

NOV 2022 – APR 2023 · SAN FRANCISCO, CA (HYBRID) · FULL-TIME

Senior Product Designer

JUN 2021 – NOV 2022 · SAN FRANCISCO, CA (HYBRID) · FULL-TIME

- Define and drive design strategy for the provider experience
- Manage and mentor the UX team (Sr. Product Designer, UX Research, UX Writer)
- Lead the cross-functional efforts to create a seamless provider experience for clinics and healthcare providers through Pear's Provider Portal and EHR integration
- Head the Diversity, Equity, Inclusion, & Belonging Committee

SKILLS

Product Design & Strategy

UI Design & Design Systems

UX Research

Design Sprints & Rapid Prototyping

Graphic Design & Illustration

Content Design

Service Design

Accessibility & Disability Awareness

Design Leadership

Project Management

EDU & CERTIFICATIONS

B.A. (Double Major) Graphic Design & Music Theory
MAY 2009
University of Notre Dame

Responsive Web Design
MAR 2017
Coursera

UI/UX Specialization
DEC 2018
Coursera

Certified Professional in Accessibility Core Competencies (CPACC)
DEC 2020
International Association of Accessibility Professionals

Lead Designer, Product & Accessibility — Neurotrack

NOV 2020 – JUN 2021 · REDWOOD CITY, CA (HYBRID) · FULL-TIME

Senior Product Designer

NOV 2019 – NOV 2020 · REDWOOD CITY, CA (HYBRID) · FULL-TIME

- Oversee all design needs across the company including UI, UX, accessibility, design systems, marketing and visual work
- Manage and mentor teammates (Jr. Designer, Product Managers, Research Associates, QA) in best design practices
- Partner with front-end engineering leads (iOS, Android, Web) to build and maintain design system

FULL CV DETAILS

Complete history and career highlights can be found on LinkedIn:

linkedin.com/in/mayene

Senior UI Designer — *dentsu mcgarrybowen (previously Swirl)*

SEP 2017 – NOV 2019 · SAN FRANCISCO, CA (ON-SITE) · FULL-TIME

- Build UI design toolkits for agency clients (Juniper, Cool Effects, American Express, Dole)
- Mentor product design interns and junior designers in visual design, UI, and accessibility
- Partner with Technical Director on improving designer-developer relationships

Senior Artist — *PlayStation (SIE), via Yoh*

MAR 2019 – NOV 2019 · SAN MATEO, CA (REMOTE) · PART-TIME CONTRACT

- Animate and prepared art assets for digital comics on PlayStation 4, including God of War and MediEvil
- Work with International Software Development of America (ISDA) department producers and engineers to design a new internal PS4 app for better comic playback
- Design, prototype, and provide UI art for PS4 game bonuses, including soundtracks and digital artbooks

Lead Artist / Art Production Lead — *PlayStation (SIE), via Yoh*

MAY 2015 – NOV 2017 · SAN MATEO, CA (ON-SITE) · FULL-TIME CONTRACT

- Lead art development for PSP Remasters for PS4 (PaRappa, LocoRoco 1 & 2, and Patapon 1 & 2)
- Own art production and trophy (achievement) creative direction on all PlayStation 2 titles for “PS2 for PS4” emulation project
- Manage a team of 3 remote artists for remastered titles following PaRappa’s development, release, and success
- Review work from external contractors and 3rd party publishers (including Rockstar, LucasFilm, SNK, Natsume, SquareEnix) and provide feedback and design direction to internal and external junior and senior artists