

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

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

FULL CV DETAILS

Complete history and career highlights can be found on LinkedIn:

[linkedin.com/in/mayene](https://www.linkedin.com/in/mayene)