

Henry Kim

Product Designer and UX Researcher

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SUMMARY

Product designer and UX researcher with seven years of experience across retail media, finance, and travel. I have owned enterprise platforms end to end as the sole designer, from supplier research through validated design, and I now design with AI as a production partner, handing engineering working prototypes alongside design files. I am looking for product design roles in AI, spatial computing, or consumer software.

EXPERIENCE

The Home Depot

UX Designer II

July 2021 - Present

Vancouver, WA (Remote)

Orange Apron Media, The Home Depot retail media organization, where supplier brands advertise across homedepot.com and social channels.

- Designed a self-service supplier portal from scratch as its sole designer, replacing an 8 to 10 week publishing cycle of spreadsheets and email relays with direct supplier editing, against a one-week target.
- Ran more than 20 usability and A/B tests with over 100 customers through UserTesting to map how customers discover and use brand pages.
- Built an internal brand management tool with ChatGPT Codex that automates three manual cross-team relays, handing engineering both a working coded prototype and a Figma file exported through the Figma MCP.
- Joined a supplier asset management platform as its founding designer, replacing a manual SharePoint workflow. Research there reframed the original business assumption and surfaced three advertiser types the initial scope had missed.
- Shipped the portal's first module, a performance dashboard that opened metrics for roughly 200 brand pages to internal sales partners and external suppliers who previously had no visibility into how their pages performed.
- Created a brand page pricing model that opened entry to 68% of active advertisers who had no brand page, and presented competitive pricing analysis to leadership.
- Proposed a consumer-facing brand page redesign projected to drive \$2.6M in incremental annual revenue. Concept work, not shipped.

Moonraft Innovation Labs

UX Designer

August 2019 - January 2021

Atlanta, GA

Business strategy and design group, now part of UST Evolve, with roughly 10,000 employees and five offices worldwide. Clients included Starbucks and T-Mobile.

- Built anti-money laundering solution prototypes with the client project manager and engineers, serving 1,200 global customers.
- Redesigned a B2B travel booking service into a guided assistant, cutting more than 30 clicks and connecting travelers with managers for approvals.
- Condensed critical analytics into a single-screen visualization so client teams could read performance without exporting data.

Cortina Productions

Interactive Design Intern

May 2018 - August 2018

McLean, VA

Multimedia studio for museums and cultural institutions, including the Smithsonian National Museum of African American History and Culture.

- Developed installations for more than five museums alongside designers, producers, and researchers. The work received three or more industry awards.
- Led design and research for an iOS augmented reality app tracing the history of communication devices, connecting physical exhibits to virtual objects.

EDUCATION

Georgia Institute of Technology | Master of Science, Digital Media

August 2017 - May 2019

Oregon State University | Bachelor of Arts, Digital Communication Arts

September 2010 - December 2014

SKILLS

Research: User research, usability testing, user interviews, surveys, focus groups, heuristic evaluation, A/B testing, journey mapping, personas, research synthesis, qualitative and quantitative research

Design: End-to-end product design, service design, design systems, design sprints, information architecture, user flows, wireframing, prototyping, design handoff

Tools: Figma, ProtoPie, UserTesting, ChatGPT Codex, Figma MCP, HTML, CSS, JavaScript

Languages: English, Korean (bilingual)

ADDITIONAL

- Jury member, iF DESIGN AWARD, 2024.
- UX mentor, Changbal Society, 2025.
- First place, The Home Depot internal hackathon, for a customer-facing augmented reality concept.
- Author and editor of four macOS guidebooks published by Hanbit Media.
- Technology journalist and editor at TechG in Seoul, 2015 to 2017.