

ZIA KIM

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Summary

Product Designer with background in software engineering. Passionate about leading cross-functional initiatives and building structures that scale.

Education

The University of Texas at Dallas
Bachelor of Computer Science
May 2023
Academic Excellence Scholar
1st Place, Design Challenge 2022

Skills

Tools

Figma, Sketch
Principle, ProtoPie
Webflow, Framer
Adobe Creative Suite

Design

UX Design
Design Systems
Design Operations
Interactive Prototyping
User Research and Testing
Cross-functional collaboration

Development

HTML, CSS
JavaScript, React
Python

Languages

Fluent English and Korean

Experience

Paycom

Product Designer · Jul 2024 - Feb 2026 · Grapevine, TX

- Co-led end-to-end design of IWant™, the HR industry's first single-database, command-driven AI engine, delivering up to 431% ROI, saving up to 3,600 total employee hours, and earning Paycom the Top HR Product Award (2025).
- Served as one of four design leads for Project Arc, leading the modernization of Paycom's design system while driving project plan, roadmap development, rollout strategy, and cross-functional execution for the product department.
- Founded Figma Club, leading weekly workshops that fostered collaborative learning, peer mentorship, and design craft development across the design department.

WaveXChange

Freelance Product Designer · Aug 2023 - Oct 2023 · Remote

- Advised product direction through competitive research, UX consultation, and interactive Figma prototypes for a specialized user group in the telecom industry.
- Collaborated closely with executive leadership to define product vision, gather requirements, and align design solutions with business goals.

Paycom

Product Design Intern · May 2023 - Aug 2023 · Oklahoma City, OK

- Developed a scalable design system and pattern guidelines for In-System Guidance, later adopted as Paycom's design standard in 2025.
- Took collaborative ownership of the full project timeline, conducting 20+ cross-departmental interviews, synthesizing research insights, and presenting design recommendations to stakeholders.

Intel

Software Development Intern · Jun 2022 - Aug 2022 · Santa Clara, CA

- Developed a Python automation tool that converted Excel-based documentation into release notes, reducing manual effort by 12-24 hours per release and delivering an estimated \$1M in annual productivity savings.
- Conducted user interviews to identify workflow pain points, then developed a Linux-based automation tool that streamlined data visualization for engineering teams.
- Led Intern Cohort 45, coordinating professional development events, networking opportunities, and speaker sessions.