

Dohyeon Kim

Target role · Junior Product Manager / Product Owner

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I turn customer-support insights and usage feedback into product decisions, UX and implementation. As SELIT's co-founder and CTO, I built and operated a production workflow platform; I have also shipped five independent iOS apps.

PRODUCT & VENTURE EXPERIENCE

SELIT

Co-founder & CTO | In operation

Advertising production platform connecting clients and freelance contributors. CTO in a three-person founding team comprising the CEO, CMO and CTO.

- Prioritized intake improvements around a one-person support operation. Replaced product-tag selection with conversational intake that collects client needs and checks required information.
- Designed role-based handoffs and UX; built most frontend and backend functionality with AI-assisted tools.
- Platform managing 59 ongoing projects (dashboard, Sep 24, 2026).

Independent iOS apps

Product design, development & release | Five apps released on the App Store

TasTimer · YoonSTT · BrainBell · SwingForge · Mote

- Shipped five iOS apps. For SwingForge, examine Firebase usage patterns and customer emails to identify possible improvements.
- Evaluated ball-detection candidates in development; held the new model out of production pending real-video and user validation.

VENTURE EXPERIENCE · CONTINUED

Bookaroo

Co-founder & Product Designer | Sep 2024 - Mar 2025 · Venture concluded

Hand-gesture story activities for children aged approximately 5-8 with brain lesions in hospital rehabilitation settings.

- Actual feedback led me to prioritize small movements and repeated experiences. I shaped hand movements into story missions and designed activity screens for children and progress views for caregivers.
- Co-founded the venture for about six months and built a prototype. The team received angel funding; the venture later concluded.

ADDITIONAL EXPERIENCE

LETOILE

Creative Director | Sep 2023 - Dec 2024

- Led branding and marketing strategy for a fashion brand launch.

PIINO UI/UX Agent

UX Designer Intern | Jan - Mar 2021

- Contributed financial data visualisations and user interface designs.

SELECTED PROJECT

VEGA

Project Manager & UX Designer | Feb 2020 - Jan 2021

Designed internal-service interfaces and prototypes addressing scheduling, contacts and messaging for French railway workers.

EDUCATION & TRAINING

Apple Developer Academy | Mar - Dec 2024

Developer training programme · Pohang, South Korea

EDNA | Sep 2018 - Jun 2021

Interaction Design · France

CORE SKILLS

Product: workflow design, roles and permissions, intake and operational policies

Product observation: one-person support operations, Firebase usage patterns, customer email feedback

Design & development: Figma, UX/UI, prototyping, SwiftUI, system architecture, AI-assisted implementation