

ROSE KIM

UX Designer

rosekim.xyz

rosekim.design@gmail.com

UX/UI Design

Multi-disciplinary Design

Creative Technologist

Data-driven Design

Interaction Design

Creative Problem-solving

EXPERIENCE

Jul 2022 - Present

PlayStation

UX Designer

Jun 2022 - Present

Perception and more

Freelance UX Designer

Design interactive web-based interfaces for engaging experience.

Jun 2021 - Apr 2022

Intel Corporation

UX Design Intern

Excelled in designing a cohesive user experience surrounding multiple products using Thunderbolt™ technology, overcoming challenges through ingenuity, dedication, and attention to detail in making scenarios, storyboards, mockups, and prototypes that covers webpage, software and hardware.

Mar 2018 - Dec 2019

Superglass Korea and more

Freelance Web Designer & Developer

Achieved key partnerships with clients to design/develop brand identities and websites including SuperGlass Korea and others to drive significant business growth while keeping technology accessible.

EDUCATION

2022 · GPA 3.9 · Graduation with Distinction

Art Center College of Design, Pasadena

Bachelor of Science, Interaction Design with Minor, Design Matters

- ASUS G14 Sponsored Project
- Salesforce Dreamforce Sponsored Project
- Cedars-Sinai Sponsored Project
- OREO Sponsored Project

2018 · Scholarship

Ewha Womans University, Seoul

Bachelor of Arts, Industrial Design

SKILLS

Technical Skills

- **UX/UI:** Figma, Protopie, Sketch, XD, InVision Studio, Webflow,
- **Graphic:** Photoshop, Illustrator, Lightroom
- **Productivity:** Keynote, Microsoft Office
- **Motion:** AfterEffects, Premiere Pro
- **3D/VR/AR:** Cinema 4D, 3D printing, Unity, Fusion 360, Keyshot, Unreal Engine 4, Unity, Maya
- **Programming:** HTML, CSS, Processing, JavaScript, Xcode, P5.js, Physical computing, Arduino

Languages

English, Korean, Japanese

Honors & Awards

ACM/IEEE International HRI Student Design Competition 2nd Place, 2017
Post-Pandemic Design Challenge Competition 1st place, 2020