Rose Kim

Interaction Designer

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EDUCATION

BACHELOR OF SCIENCE, INTERACTION DESIGN   *Anticipated 2022*
ArtCenter College of Design - Passadena, CA

- Provost list, Summer 2020
- GPA 3.9

BACHELOR OF ARTS, INDUSTRIAL DESIGN   *2018*
Ewha Woman's University - Seoul, Korea

EXPERIENCE

PRODUCT DESIGNER   *Mar 2017 - Nov 2017*
Startup Company 'Omusa'- Seoul, Korea

- Designed brand identity and website using HTML and CSS.
- Contributed in building the business model and business plan to
  create a platform that helps student artists can sell their artworks.

USER EXPERIENCE DESIGN INTERN   *Jun 2017 - Aug 2017*
SkelterLabs - Seoul, Korea

- Worked with graphical user interface(GUI) for metasearch
  travel application with After Effects and Sketch.
- Researched and analyzed robotics industry and user needs.
- Participated user research and wireframing application for
  personal A.I. assistant.

COMPUTER SCIENCE & DESIGN RESEARCH ASSISTANT   *Jun 2015 - Jan 2016*
Cheongju National University of Education - Seoul, Korea

- Researched and analyzed educational telepresence robots for
  students to support remote learning.
- Worked on developing STEM education course for elementary
  school. Designed course materials like books and boards.

PROJECT

CONNEXT - POST-PANDEMIC WORKING SPACE   *2020*
ArtCenter College of Design - Passadena, CA

- Designed user experience through prototyping wireframe, user
  interface, mockup application making a virtual working space.
- Collaborated along the process of research and analyze.

WEB MUSIC VISUALIZER   *2020*
ArtCenter College of Design - Passadena, CA

- Built interactive web page which produces digital graphics using
  the physical movement of a person playing instruments and a musical
  note to share the experience of music and difference of nuance depend
  on musicians with deaf people using JavaScript and development board.

Industry Knowledge

User Interface Design
User Experience
Interaction Design
Front-end Developing
3D Modeling
Motion Design
VRAR Design
VRAR Prototyping
Print Design

Tools & Technologies

Figma, Sketch, Webflow,
Blender, Unity, C4D,
Adobe Suite, Fusion 360,
Keyshot

JAVA, JavaScript, HTML,
CSS, Processing, P5.js,
Python, Tensorflow

Languages

English (professional)
Korean (native)
Japanese (professional)

Awards / Recognitions

- Post-Pandemic Design
  Challenge 1st Place
  ArtCenter College of Design
  Passadena, CA, 2020

- ArtCenter College of Design
  Department Scholarship
  Passadena, CA, 2020

- ACM/IEEE Student Compe-
  tition 2nd Place in Human
  Robot Interaction Conference
  Vienna, Austria, 2017