Rose Kim **UX Designer**

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EDUCATION

BACHELOR OF SCIENCE, INTERACTION DESIGN

ArtCenter College of Design - Pasadena, CA

- 2020 & 2021 Provost list
- GPA 3.9 / 4

BACHELOR OF ARTS, INDUSTRIAL DESIGN

Ewha Womans University - Seoul, Korea

05/22

02/18

User Experience Design Visual Design Interaction Design Typography Iconography Graphic Design Illustration **Motion Graphics** Web / Mobile Design Front-end Developing

EXPERIENCE

USER EXPERIENCE DESIGN INTERN

06/21 - Present

Intel Corporation - Santa Clara, CA

- Designed user experience journey and new form factor of Thunderbolt accessories aligning with Intel Evo experience.
- Worked with Thunderbolt website revamp project: starting from ground to make Thunderbolt technology accessible to users.

PRODUCT DESIGNER

03/17 - 12/17

Skelter Labs - Seoul, Korea

- Worked with designing animated icons for a metasearch travel mobile application for iOS and Android.
- Analyzed user research to find vision and create an interface for an A.I. assistant robot.

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

Languages

PROJECT

SALESFORCE SPONSORED PROJECT

01/21 - 04/21

Salesforce & ArtCenter College of Designs - Pasadena, CA

CONNEXT - POST-PANDEMIC WORKING SPACE

05/20

Post-Pandemic Design Challenge Hackathone - Pasadena, CA

- Created user experience and user interface of virtual working space app for remote workers through problem solving, establishing creative concepts, wireframes, and prototypes.
- Collaborated with a multidisciplinary team during the process of research and analysis to find needs and pain-points when users work remotely.

Awards & Recognitions

- Post-Pandemic Design Challenge 1st Place ArtCenter College of Design Pasadena, CA, 2020
- ACM/IEEE Student Competition 2nd Place **HRI** Conference Vienna, Austria, 2017

Industry Knowledge

UI Design

3D Modeling / Rendering

Design Tools & Technical Skills

Adobe Suite(Photoshop, After Effects, Illustrator), Sketch, Figma, Origami Studio, Blender, Cinema 4D

Coding language: HTML, CSS, JavaScript, Unreal Engine 4, Unity, Swift