MIKE SUN

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I believe a solid foundation in design requires receptivity to the world's infinite inspirations, insightful research, and asking the right questions. I am an advocate of thorough strategy implementation and execution in achieving design success.
I am seeking new opportunities to use and develop new skills and methods based on my design philosophy.

EDUCATION

Master of Design
Institute of Design
Illinois Institute of Technology
Chicago, IL
Spring 2016 (expected)

Bachelor of Arts, Architecture
University of California, Berkeley
Berkeley, CA
Spring 2005

AWARDS:
Dean's List
Spring 2002

Bakewell/Brown Prize
Spring 2002

SKILLS

Rapid Prototyping
Front End Design
Wireframing
Ethnographic Research
Problem Framing
Analysis & Synthesis
Data Visualization
Sketching & Illustration

Tools

Photoshop
Illustrator
Premiere
After Effects
Sketchup
3dsmax
Autocad
Rhino
Revit
HTML/JS/CSS

Languages

English (Native)
Korean (Fluent)

PROFESSIONAL EXPERIENCE

Senior Designer
RTKL & ASSOCIATES, Los Angeles, CA
Feb 2010 - July 2014
Led teams in designing for commercial mixed-use, residential, and office high-rise. Tasks involved conceptual design to technical construction documentation, based on context and social research.

AWARDS: ARCADIS Imagine Competition Award 2013
*   ARCADIS Imagine Competition Award 2012*

Architectural Designer
FREELANCE, San Francisco & Los Angeles, CA
May 2008 - July 2014

Architectural services, designing private residential developments and design consulting for commercial developments.

Architectural Designer
SKIDMORE, OWINGS & MERRILL, San Francisco, CA
Nov 2005 - Dec 2008

Commercial architecture work on office high-rise, community planning, and research facilities. Participated in co-leading 3D digital modeling platform in developing an accurate and detailed 3D representation of San Francisco for architectural analysis, research, and representation tool.

AWARDS: ARCHITECT Magazine R+D Award 2009

SELECTED PROJECTS

Product Design: Wellness Research Project (Undisclosed Client)
Design Research & Product Design, Institute of Design, Fall 2014

Product design project addressing wellness behavior and health for a computer accessories company. Extensive user research was done through participant interviews, data analysis and synthesis, and product prototyping. Final product was designed to isolate and facilitate wellness behavior.

UX Design: Flare, Ephemeral Interaction Mobile App
Design Research & Digital Prototyping, Institute of Design, Fall 2014

Mobile messaging service based on social communication trends and user research. Initial concept based on ephemeral tasks and interaction, also serving as a portal to casual P2P transactions. Flare is currently being studied under lean startup methodology to understand specific market interest and demand for appropriate adjustments.

SEMESTER OBJECTIVES

IDX 597 Venture Design: Understanding venture design and the need for flexibility between design thinking and lean startup process. Continuous iterations of the brand, experience, business model, and organization cycle to refine a design solution.

IDN 568 Service Systems Workshop: Service system design with the consideration of consumer desirability, technical feasibility, and business viability.