Reality
Composer

Austin Kim

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archive.austinkim.works

Skills

Experience Design, Web Design, Graphic Design, Software Engineering, Composition

Software

Figma, Sketch, Adobe CC Suite, Affinty, Blender, Unity, Ableton, Logic Pro, Final Cut

Languages

React.js, typescript, Elixir-Phoenix, Java, Javascript, HTML, CSS, Processing, P5.js, sclang

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2016 — 2021

Northeastern University

Bachelors of Science in Computer Science and Design

2021 — 2023

New York, NY
June Homes

Lead UX Designer

Delivered pixel-perfect and development ready designs for over 30 unique initiatives — Created and managed typography, color, and design system for multiple products — Introduced automation services to new user self-pass verification flow for Resident Approval processes — Conducted extensive user research for B2B and B2C products — Contributed to engineering efforts when needed

2023

New York, NY
Badopado,
Freelance

Freelance Designer

(ongoing) Assumed designer, engineer, project manager, and brand advisor roles to build online shop for local artist specializing in crochet & jewelry — Closely collaborated with artist to understand and develop visual identity and brand — Guided artist through roadmap and standard project planning practices — Site to be built in React integrated with Shopify & Snipcart

2023

New York, NY
Skill Mill

Database & Interface Designer

Worked with creative, technical maker-space for kids to refactor lesson plans database — Designed exclusively in Airtable to organize 500+ lessons with intricate instructions and groupings — Developed series of teacher-friendly Airtable interfaces — Documented database maintenance + defined guidelines for potential future changes

2021 — 2022

Los Angelos, CA
Bidstitch

Design Consultant (Website, Social Media, Branding)

Managed UI design, Social Media, and Rebrand efforts for emerging vintage clothing re-sale company — Collaborated closely with web engineer to deliver e-commerce site redesign — Created several unique, recurring social series' to showcase clothing news and events hosted by company — Delivered pitch decks used in investment funding and B2B collaboration proposals

2021

Cambridge, MA
edX

Design Intern

Produced over 80 graphics for inter-business and intra-business needs in the online learning space — Refining edX's design principles and brand — Ideated different visual directions for an international edX conference — Collaborated with both design and strategic teams to iterate on design work — Quickly adapted transitioning between UX and marketing teams

2020 — 2021

Boston, MA
Northeastern
University

PlayComb

Designed modular play-system for child play for both pre and post-pandemic times —Conducted user research on importance of play in child-development, specifically in the context of the pandemic — Conducted AR and VR user-testing — Headed team exploration and delivery of 3D models

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+ more on archive.austinkim.works

References available upon request