TOM LIM

Visual Designer San Francisco, CA

tommlimm.net

tomandlim@gmail.com 510 508 0156

Experience

Freelance, Seoul, South Korea (based in SF)

Visual Designer

May 2014 - Present

- + Teaching Digital Art & tools at Art Prep (Private art academy), May 2014 - Present
- + Web design and development for Zewei Hong (Fashion Designer), July 2018
- + Logo & Blog design for hi Science (Private academy), Sep 2017
- + Web design and management for Golden Rabbit (Online fashion mall), Feb 2016 - Nov 2016
- + Website management for Kaya Media (Harper's Bazaar, Esquire, Motor Trend), May 2014 Feb 2015

PhiloMine, Seoul, South Korea

UX Strategy Researcher / UI Designer

Dec 2012 - Jan 2014

- + UX design for Samsung and LG
- + Researched user experience strategies and applications Developed user interface

TravelClick, Daejeon, South Korea

GUI Designer

May 2013 - June 2013

- + GUI design for clients, such as Best Western, Porta, and Horton Grand Hotel
- + Designed draft graphic user interface for a hotel application

Cowon, Daejeon, South Korea

Advertisement Creator

June 2011 - July 2011

- + Interviewed automotive black box user
- + Implemented advertisement posters for Cowon automotive black box recorder

Education

California College of the Arts, SF, CA

Bachelor of Fine Arts, GD

Jan 2016 - May 2019 (Expected Graduation)

Woosong University, Daejeon, South Korea

Bachelor of Arts, Computer Design Advertising & Marketing minor March 2008 – Feb 2014

School Activities

2019 Student to Watch

Graphic Design USA

+ Selected as Graphic Design USA's Students to Watch in 2019

Teaching Assistant

Experimentation; Alternate Realities Jeremy Mende

June - Dec 2018

+ Building Unreal Engine VR templates, and conducting Demos

TBD*

Graphic Designer Sep – Dec 2018

- + Rebranding for Office of Civic Innovation
- + Broshure design for Ruth's Table

Skills

VR, 3D Modeling, Rigging, 2D/3D Animation, Video Edit, Audio Edit, UX/UI Design, Web Design & Development, Branding, Typography, Information Graphic, Product / Company Naming, Layout, Digital Art

Software

Adobe

Photoshop, Illustrator, InDesign, XD, After Effects, Audition, Premiere

Coding

Javascript, HTML/CSS, WebGl, Three.js, React, P5, JQuery, Visual scripting, Python, Java

3D

Cinema 4D, Blender, Maya, ZBrush

VR/AR

Unreal Engine

Languages

English, Korean, Japanese

* References Upon Request