



thkdesign.net

Product Designer
UX/UI Designer
Firstedy.kim@gmail.com
310.343.8195

Education

Georgia Institute of Technology, GA

Master of Industrial Design (Aug 2020 - May 2022)
UX Research & UI Design Boot Camp (2019-2020)

ArtCenter College of Design, Pasadena, CA

BS Product Design (2013 Fall - 2019 Spring)

Experience

Peach AI

Lead Designer, Part-time (Apr 2023 - Present)

As a key member of the founding team, I play an integral role in collaborating with engineers from diverse departments to create an innovative product that harnesses cutting-edge computer vision technology and machine learning algorithms.

Elemica

UX/UI Designer, Full-time (Dec 2022 - Present)

Collaborate with a cross-functional team of product managers and engineers to conceptualize, design, and develop new product concepts and features for global supply chain management/visibility software platforms. Using an iterative design process of sketching, wireframing, and high-fidelity prototypes to create thoughtful and empathetic solutions that satisfy user needs, business requirements, and technical constraints.

Avocademy

UX/UI Mentor, Part-time (Oct 2022 - Present)

Sharing experience and knowledge to support and coach the development of future designers. Connecting with students 1:1 to discuss topics ranging from requesting information about the UX/UI field, specific help needed on their design case studies, user research, interactions and visual design to a general explanation of the UX/UI Foundations topics covered in the course.

Costar Group - Homes.com

UX Designer, Full-time (Jun 2022 - Aug 2022)

Advocating for user-centered design thinking throughout mobile and desktop that align with the brand and overall CoStar product vision. Creating low to high-fidelity UI mock-ups and interactions illustrating the product's vision and purpose and conducting usability testing to research how the consumer sees and interacts with the experience across platforms. Closely collaborating with other UX Designers, Product Managers, Developers, and Stakeholders to conceptualize and produce dynamic interactive designs for key features for the product across all platforms.

Georgia Institute of Technology, GA

Graduate Research Assistant (Jan 2021 - May 2022)

Executed development and usability testing of augmented reality design prototypes and carried out user testing of a variety of products with appearance models, renderings, augmented reality models, and TAR models and analyze the user assessments of all products.



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Georgia Institute of Technology, GA

Graduate Teaching Assistant, Human factors in design (Aug 2020 - Dec 2020)

Assist in educating students in the GT college of Design on design methodologies, studies, and human factors in design.

Tandem Product Design, Santa Monica

Product Design consultancy, Internship (Sep 2018 - Nov 2018)

Supporting staff designs with 3D modeling, user research, hand sketching, ideations, and research for a bicycle rack, AR goggles, car air freshener, makeup brush, knife, and tumbler.

Korea Institute of Design Promotion, Korea

Design Trend Reporter (Jun 2016 - Dec 2017)

Collected global/US trends related to several design specific topics and curated + translated before posting on Design DB for KIDP.

Life Fix, Seoul, Korea

Product design consultancy, Internship (Jan 2016 - July 2016)

Supporting staff designs with 3D modeling, hand sketching, ideations, user research and presentation slides for stationary home bicycle, wifi router, and camping cookware.

Projects

Pet Total Care Service Platform and Product Design Development

UX Researcher (April 2019 - Present)

Supporting PI with UX Research (interviews, usability tests) to translate concepts into user flows, wireframes, mockups, and prototypes to promote positive intuitive designs, site interactions, and user experiences.

Developing Future Products Using Advanced Photocatalytic Sterilization

UX Researcher (April 2019 - Present)

Supporting team with designing a portable Digital Radiography and CMF Design. Involved in product design, product + digital interaction, prototyping, consumer research, and brand storytelling.

Development of Smart Digital Radiography Solution Design

Product Designer (Oct 2015 - Sep 2017)

Sponsoring Agency : Korea Evaluation Institute of Industrial Technology

Supporting team with designing a portable Digital Radiography and CMF Design. Involved in product design, product + digital interaction, prototyping, consumer research, and brand storytelling.

Nanocarbon Material Bicycle Service Zone & Product Design

UX Designer (Oct 2015 - Sep 2017)

Created design solutions for problems of form, usability, ergonomics, and brand development. Supported engineering team with quality surfacing and sketch models ranging from broad design themes to component-level design. Contributed to design topics ranging from graphic design to bicycle architecture.



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Awards

Spark Design Award 2017

Finalist (Multi Bird, a new type of multitap).

Materialica + Technology Award 2016, Munich, Germany

Gold Award (Air Audio, a companion that enhances the hiking experience).

Spark Design Award 2016

Finalist (Life Tube, new type of life guard's rescue tube).

Korea Society of Design Science 2014

International Fall Invitational Exhibition (Multi Camera).

Spark Design Award 2016

Finalist (Life Tube, new type of life guard's rescue tube).

Korea Society of Design Science 2014

International Fall Invitational Exhibition (Multi Camera).

Publication

Human Computer Interaction International (HCII) 2022

A Comparison of Laboratory and Synchronous Remote Usability Testing Methods Using AR

Kim, T., Choi, Y.M. (2022). A Comparison of Laboratory and Synchronous Remote Usability Testing Methods Using AR. In: Kurosu, M. (eds) Human-Computer Interaction. Theoretical Approaches and Design Methods. HCII 2022. Lecture Notes in Computer Science, vol 13302. Springer, Cham. https://doi.org/10.1007/978-3-031-05311-5_17

Human Computer Interaction International (HCII) 2021

Challenges and Workarounds of Conducting AR Usability Tests Remotely a Case Study

Kim T., Arconada-Alvarez S., Choi Y.M. (2021) Challenges and Workarounds of Conducting Augmented Reality Usability Tests Remotely a Case Study. In: Stephanidis C. et al. (eds) HCI International 2021 - Late Breaking Papers: Design and User Experience. HCII 2021. Lecture Notes in Computer Science, vol 13094. Springer, Cham. https://doi.org/10.1007/978-3-030-90238-4_6

Skills

Design Skills

Product Management, Hand Sketching, Problem Solving, Conceptualizing, Product Design, UX/UI Design, Competitive Analysis, Interaction Design, Graphic Design, Ideations, Customer Engagement, Wireframes, Journey Maps, User Scenarios, Task Flows, Visual Design, Personas, Design Thinking, Usability Testing, Augmented Reality, Remote Usability Testing

Software Skills

Figma, Unity, HTML/CSS, Photoshop, Illustrator, Rhinoceros, Solid Works, Keyshot, Powerpoint, Protopie, InVision, Balsamiq

Languages

Korean (native)
English (native)