

JASON KIM

PRODUCT DESIGNER

CONTACT

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UX

Interaction design
User interface
Visual & communication
Mobile & web
Storyboarding & wireframing
User research & usability testing
Rapid prototyping

ADDITIONAL

Industrial design
Physical computing
2D & 3D Fabrication
Design for manufacturing
Print production

TOOLS

DESIGN

Sketch, Photoshop, Illustrator,
InDesign, After Effects

PROTOTYPING

Origami Studio, Principle

PROGRAMMING

HTML, CSS, jQuery, openFrame-
works (C++), Processing (Java)

3D CAD

Autodesk Alias Design,
Solidworks, Keyshot

LANGUAGE

Native English
Native Korean
Limited Chinese

EXPERIENCE

Instagram, Menlo Park, CA

Product Designer Oct.2016 - Current

Microsoft, San Francisco, CA

UX Designer Aug.2013 - Sep.2016

Design new productivity services and applications. Involved in design process from ideating, wireframing, user interface, visuals, and prototyping. iOS lead for Microsoft Hub Keyboard.

Mesh Korea, San Francisco, CA

Freelance UX Designer Apr.2015 - Aug.2015

User experience and visual design for Mesh Prime (quick delivery service) website.

Parsons The New School for Design, New York, NY

Teaching Fellow for Design Aug.2012 - Sep.2012

Taught a course in Design for MFA Design & Technology Bootcamp 2012.

Crevate, Seoul, South Korea

Consultant / Designer Mar.2011 - Jun.2011

Design consultant for clients such as Hyundai for car accessories, LG for way-finding systems, and Seoul Metro for metro advertisements and billboards. Responsible for visual design of Crevate IDEA card and website.

LG Mobile Communcation, Seoul, South Korea

UX Design Intern Jan.2008 - Feb.2008

Designed futuristic software and hardware mobile phone concepts and created tangible prototypes and mockups. Participated in intense market and user research.

MTV Motorola Internship, Seoul, South Korea

Reality TV Contestant (Team Leader and Final Four) Jul.2007 - Aug.2007

Proposed new mobile life style concepts for users and created new interaction models. Marketed Motorola mobile phones in South Korea.

AWARDS | HONORS | PARTICIPATION

Nokia Lumia 820 Design Challenge, New York, NY

Feb.2013

1 of 15 Finalists with Zoom, a shell cover case design for the Nokia Lumia 820.

Tangible, Embedded, and Embodied Interaction (TEI 13) Conference, Barcelona, Spain

Feb.2013

Selected to participate as Work in Progress Paper, Poster, and Demo with Plus Minus, a DIY lamp design kit that passively educates about basic circuitry upon construction.

Maker Faire 2012, New York, NY

Sep.2012

Selected to participate as a Maker with Moduled, a modular multipurpose lamp. Booth awarded with multiple Editor's and Educator's Choice Ribbons.

Korea Digital Design International Online Competition / YANKODESIGN

Dec.2009

Outstanding Achievement in Design Award with Palette, a sensual mobile phone concept.

Taiwan International Design Forum, Tainan, Taiwan

May.2008

Best of the Best Award with Libug, a smart library card.

EDUCATION

Parsons The New School for Design, New York, NY

Master of Fine Arts with Honors, Design & Technology May.2013

Graduate Dean's Scholarship for entire MFA program. Honorary Graduate (GPA 3.97 / 4.0)
UX / UI / Interaction Design

Korea Advanced Institute of Science and Technology, Daejeon, South Korea

Bachelor of Science Cum Laude Feb.2011

GUWON Outstanding Student Additional Scholarship.
User Centered Design, Product and System Design