

ROXANNE KIM

EXPERIENCE

- **Ford Motor Company**
 - *Anti-Motion Sickness System* · Personal Project · Patent Pending
Invented solutions for Anti-Motion Sickness Workstation and prototyped AR applications for passengers in a vehicle to prevent experiencing motion sickness
 - *Design Technologist* · Palo Alto, CA · Oct 2019 – Present
Worked on digital experience across multiple services/ products for in-vehicle dynamic contents
Prototyped for a non-digital in-vehicle experience such as responsive lighting
 - *UX Designer* · Palo Alto, CA · Jul 2019 – Sep 2021
Designed UX/UI for various AV business venture incubators, including LSEV, car insurance, ESS, and mobile covid testing trucks
Contributed front-end development of the mobile app for in-vehicle activity user research
- **BMW Designworks** · *Creative Technologist* · Newbury Park, CA · Sep 2017 – Dec 2017
Created physical prototypes of autonomous vehicles interior for ambient self-driving car experience
Designed Natural User Interface that is corresponding functionally to in-vehicle user interaction
- **LINE** · *Senior UI Designer* · Seoul, Korea · Nov 2011 – Aug 2016
Prototyped user interface design for Social Media Game application (Android & iOS)
Responsibility for UI resources such as images, Property List and JSON files
- **NAVER** · *UX Intern* · Seongnam, Korea · Aug 2011 – Oct 2011
Created guidelines for transferring the dictionary service from web platform to mobile environment

EDUCATION

- **New York University** · *M.P.S. ITP (Interactive Telecommunications Program)*
New York, NY · May 2019
Red Burns Scholarship 2017, TSOA Graduate Scholarship 2016 – 2018
- **Parsons The New School for Design** · *B.F.A. Design and Technology*
New York, NY · Jan 2012
Dean's Scholarship 2009 – 2011
- **Seoul Institute of the arts** · *A.F.A. Digital Arts*
Seoul, Korea · Feb 2008

EXHIBITION & PROJECT

- **Future IVX** · *Simulated Installation of the Future In-Vehicle Experience*
New York University · May 2019
Developed voice recognition iOS application to control the simulation
Built a curved screen to create a soft and cozy environment that feels organic
- **Wind Chimes II** · *Interactive Lighting Installation*
Yeulmaru Exhibition Hall, South Korea · Apr 27 – Jul 1, 2018
Compiled the weather API onto a microcontroller and parsed the real-time wind data and temperature data of the selected cities

CONTACT

917 855 2460
kimhaeun7@gmail.com

PORTFOLIO

www.rartkim.com

DESIGN

Figma	● ● ● ● ●
Framer	● ● ● ● ●
Sketch/InVision	● ● ● ● ●
Photoshop	● ● ● ● ●
Illustrator	● ● ● ● ●
After Effects	● ● ● ● ●
Unity	● ● ● ● ●
Keynote	● ● ● ● ●
MS Office	● ● ● ● ●

PROGRAMMING

Xcode (Swift)	● ● ● ● ●
Arduino (C++)	● ● ● ● ●
Processing	● ● ● ● ●
Javascript	● ● ● ● ●
Unity (C#)	● ● ● ● ●
HTML/CSS	● ● ● ● ●

LANGUAGE

English / Korean	● ● ● ● ●
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