



EUNJIN

K I M

NEW YORK UNIVERSITY
MASTER OF PROFESSIONAL STUDIES
2013-2015
INTERACTIVE TELECOMMUNICATIONS
UX DESIGN / INTERACTIVE DESIGN

SCHOOL OF VISUAL ARTS
BACHELORS OF FINE ARTS
2009- 2012
MULTI-MEDIA | VIDEO ART
FINE ART DEPARTMENT DEAN'S LIST

SEOUL INSTITUTE OF THE ARTS
ASSOCIATE OF DIGITAL ARTS
2003-2005
THE LIGHT IF ARTS AWARDS

CATEGORIES

- **WORK EXPERIENCE**
- **RESEARCH**
- **ACHIEVEMENTS**
- **SKILLS**

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06.2015-
PRESENT

IntersectionArts, NY *Interactive Designer*

Responsible for interactive user requirement gathering, research and come up with the approach for the solution. Present the approach and get final approval from the client. Design and build the prototype/wireframe for prove of concept.

02. 2010-
10. 2013

Glowing Pictures, NY *Interactive Designer*

Managed the "One Step Beyond" show at American Museum of Natural History where I was responsible for the visual design of the physical space for an interactive project.

05. 2012-
04. 2013

Metropolitan Art Center and Services, NY *Program manager*

Responsible for developing package program and arranging the effective distribution of marketing materials, market research/plans and evaluating marketing campaigns, monitoring competitor activity.

06. 2005-
08. 2007

Korea Entertainment Film Production, Seoul *Story boarder*

Work with a team of Director and film crews for a documentary film "Bloody Aria". I was responsible for both story and sequence development collaborating with the director in order to create story ideas such as camera placement and acting of the characters in that sequence.

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01. 2014-
06. 2014

The Media Lab - The Metropolitan Museum of Arts, NY *Experience Research*

I was responsible for the user research/ interview for the Audio Guide: defined user stories, integrated tools into an agile development process, and provided appropriate qualitative assessments of customer needs and market opportunities.

06. 2014-
07. 2014

Jawbone, New York, NY *Experience Research / Designer*

Created a mobile application for women's health with mapped fitness data for a wearable jawbone.

09. 2014-
10. 2014

Cooper-Hewitt, Smithsonian Design Museum, NY *Experience Research/ Designer*

Created a responsive online platform with social media to define the end-to-end user experience for digital platform for a range of human-centered design processes, prototypes, site maps, wireframes, user flows to create user-centered solutions.



- 09. 2015 Exhibited in New York Hall of Science Auditorium, New York, NY MakerFaire 2015
- 09. 2015 Selected for New York Times Women in the world, New York, NY
- 09. 2015 Awarded a MakerFaire Blue Ribbon Editor's Choice, New York, NY
- 06. 2015 Live performance at American Museum of Natural History, New York, NY
- 06. 2015 Published in " A sound response show", Newyorkilbo, New York, NY
- 09,10. 2015 Published in "Take an Interactive experience", Korea Daily, New York, NY
- 08. 2014 Published in Mama knows the best App", Self magazine, New York, NY
- 12. 2014 Exhibited in IAC Building, New York, NY
- 10. 2013 Exhibited in "Zomb it" an interactive game, ITP WINTER SHOW. New York, NY
- 09. 2013 Awarded a Tisch School of the Arts Department Fellowship
- 08. 2011 Exhibited in an interactive social Data Visualization, Skylight Gallery, New York, NY
- 09. 2009 Awarded a SVA BFA Fine Arts department scholarship



- UX DESIGN** SKETCH, AXURE, PHOTOSHOP, ILLUSTRATOR, INDESIGN, AFTER EFFECTS, PREMIERE
- INTERACTIVE** MAX/MSP, MAD MAPPER, VDMX, AUTO CAD, SKETCHUP PRO, INTERIOR DESIGN CERTIFICATION
- CODING** HTML5, CSS, JAVASCRIPT, ARDUINO, PROCESSING, OPENFRAMEWORKS

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