

• **Personal Info**

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• **Skills**

- UX/UI Design**
- Product Design**
- Visual Design**
- Prototyping**
- VR/AR Design**
- Web Design**
- Mobile Design**
- Motion Graphics**
- 3D Modeling and Animation**
- Logo/Branding**
- Adobe Creative Suite (Ps, Ai, Id, Ae, Xd)**
- Unity3D (C# scripting)**
- Viz Artist**
- Cinema 4D**
- HTML/CSS/jQuery**
- jQuery Mobile/Bootstrap/PhoneGap**
- PHP/mysql**
- Typography/Color**



Seong-Jik
KIM

UI/UX Designer, VR/AR Designer

An immersive experience enthusiast who has 15 years experiences in digital media industry. As a UI/UX designer, I am looking for an amazing team to design and develop much more natural 6-DOF interactive experiences. My vision and passion have made me several promising concepts for potential VR/AR services, I am coming closer to make them real step by step, but my next team that has creative and professional gigs will definitely help me to reach out there faster and robustly.

• **Experience**

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|-------------------|---|
| 05/2017 - present | Principal UI/UX Designer
Korean Broadcasting System (Seoul, Korea) <ul style="list-style-type: none">• Building up mobile service strategy of TV contents• Renewal of KBS PC/Mobile Websites and mobile apps (myK, Kong, LockScreen)• UX design, wireframe, mockup, prototyping for Website builder• Developing and designing UX for geo-sync mobile service including immersive and interactive experience |
| 02/2017 - 05/2017 | Tech Intern
Unity Technologies Korea (Seoul, Korea) <ul style="list-style-type: none">• Learn and practice advanced Unity3D skill for thesis project• Data visualization in Unity VR scene (accessing social media data: Facebook SDK) |
| 12/2016 - 01/2017 | UI/UX Design Intern
DreamWorld USA, Inc. (San Mateo, CA) <ul style="list-style-type: none">• Contribute to the overall vision and user strategy for AR apps or products• Concept development, concept-driven UX design process• Design 2D/3D materials (Digital imaging, motion graphics, proof of concept, etc.)• Design and produce visual resources for AR product developing and demo build• Design company Website and logo/brand |
| 05/2016 - 10/2016 | VR developer (Launchpad program)
Oculus VR (Menlo Park, CA) <ul style="list-style-type: none">• One of a hundred selected VR enthusiasts in the United States• Make progress of thesis project(Digitized) with Oculus' supporting• Attended bootcamp at Facebook HQ, Menlo Park, California |
| 03/2009 - 08/2014 | AR/VR Director
Korean Broadcasting System (Seoul, Korea) <ul style="list-style-type: none">• Produce and direct Augmented and virtual realistic News video composition• Winning best program award in company (Innovative digital workflow for live broadcasting: AR News Video directing)• Sync virtual camera in Viz Virtual Set with robotic/crane CAM in real-time• Producing three or four VR/AR video scenes for daily prime time News program |

• **Education**

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| 09/2014 - 12/2017 | Academy of Art University, MFA, Web Design and New Media (San Francisco, CA) <ul style="list-style-type: none">• GPA 3.61/4.0 (President's honor listed in January 2015)• AAU Korean Crowz FC/ AAU UX Club• Exhibit and demo "Xentity VR" in Ideate 2016 Conference |
| 03/1992 - 02/1999 | Hongik Unisersity, BA, Electrical and Control Engineering (Seoul, Korea) |