

yuna kim.

interaction designer

<https://www.yunaworks.com/>

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about

Interaction Designer turning technology into storytelling. Through sensors, UX/UI, AR, and sensory media, I design experiences that invite people to feel, imagine, and connect beyond the screen.

education

ArtCenter College of Design

BS, Interaction Design

Sep 2021 — Dec 2025
Pasadena, United States

Hongik University

BFA, Ceramic & Glass Art

BBA, Business Administration

Mar 2015 — Feb 2021
Seoul, South Korea

skills

Design

Interaction Design · UI/UX Design Systems · Spatial & Sensory Experience · Physical Computing · Creative Prototyping · Motion & Visual Storytelling · Brand & Identity Design

Technical

Arduino / ESP32 · TouchDesigner · p5.js · Blender · Figma · Framer · Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere) · AI

Research & Process

User Research · Trend & Foresight Analysis · Speculative Design · Storyboarding · Rapid Prototyping · Cross-disciplinary Collaboration

Languages

English (Fluent) · Korean (Native)

work experience

Random Studio

Graphic / UI Design Internship

Sep — Dec 2024
Amsterdam, Netherland

- Prototyped interactive installations merging physical, digital, and sensory design.
- Researched and visualized lab identity through narrative systems.
- Collaborated with UX, motion, and creative tech teams on presentations and exhibits.
- Produced visual and motion assets for social and internal storytelling.
- Contributed to UI/UX design systems for client projects.
- Supported AI prompt engineering to automate image-to-text generation, enabling the app to curate and describe visuals intelligently.

BMW Group Designworks

Interaction Design Internship

Feb — Jul 2024
Munich, Germany

- Contributed to concept development for future mobility and in-car interaction experiences.
- Created a video prototype visualizing future transportation user scenarios.
- Designed UI/UX interfaces for digital and physical touchpoints across mobility concepts.
- Assisted user research and trend synthesis to inform speculative design directions.

recognition

Exhibited In ArtCenter Gallery

2023 — 2025

- Duolingo Car (3D Modeling, Physical Prototype)
- Google Desktop Accessories (3D Modeling, Physical Prototype)
- Circular Process (3D Motion Design)

Presented At World IA Day LA

2024

- Google In-Car Voice User Interface (Research, UX/UI, Prototype)

Scholarship

2021 — 2025

- ArtCenter Entrance Scholarship
- Provost's List (GPA 3.8+), 2023 – 2025