

SINHYE SUNNY KIM

Experience Designer | Design Technologist

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Education

Art Center College of Design | Media Design Practices, MFA 2022 - 2025

California College of the Arts | Industrial and Product Design, BFA 2017 - 2020

Work Experience

Teaching Assistant | ArtCenter College of Design September 2024 - December 2024 | Pasadena, CA

- Involved supporting a Critical Worldview class, supporting students to think about their own theological frameworks and speculative design ideation.

Design Researcher | ArtCenter College of Design May 2024 - September 2024 | Pasadena, CA

Project: Spolia Lounge

- Explored the transformative nature of materials through the custom software interface, Spolia Loom, allowing users to create new pattern, and developed intuitive user experiences that challenged traditional notions of scale and repetition, enhancing the software's accessibility and engagement.

Project: Interactive Public Installation

- Utilized TouchDesigner with MediaPipe, Stable Diffusion, and Projection technologies to create an immersive and interactive environment, and developed and implemented algorithms that allowed the audience to provide input, enhancing the dynamic nature of the installation.

Peer Coach | ArtCenter College of Design January 2024 - Present | Pasadena, CA

- Provided one-on-one and small group support to students, with a strong emphasis on academic development and experiential learning.
- Specialized in coaching students on coding operations and data visualization

Brand Designer | IDIUS August 2021 - July 2022 | Seoul, South Korea

- Developed comprehensive brand identities, including logos, packaging, and signage, tailored to client needs. Supervised print production to maintain high standards in color and material specifications.

Package Designer | EGpackage November 2020 - August 2021 | Seoul, South Korea

- Designed and developed packaging solutions for dietary supplements and cosmetics, adhering to strict regulatory standards.
- Finalized product graphics and supervised production processes to ensure precision and consistency in visual and material outcomes.

Additional

Alienware Sponsored Studio Participant September - December 2024

Spolia Lounge Exhibition | Beyond Supersonic June 2024

Google DesignStorm Participant September 2023

ArtCenter Grad Cont Scholarship 2023-2025

Skills

Design Software: Adobe Creative Suite (Illustrator, Photoshop, InDesign), TouchDesigner, Figma, Rhino, Keyshot, Unity

Prototyping & Development: Arduino, HTML, CSS, JavaScript, Adafruit IO, P5.js, Python, C#, 3D Printing, Sewing Machine, Soldering, Slip Casting, Woodworking

Design Skills: Wireframing, User Research, Prototyping, Usability Testing, System Storytelling, Multisensory Interaction, Branding, Typography, Packaging Design, Project Management, Problem-solving, Critical Thinking