

CEWON KIM

EXPERIENCE

Sphero, Boulder, CO

Sr. Product Designer

04/2022 – Current

- Collaborating with the Development, Product Management, and Marketing teams to determine problems and solving from the product ecosystem perspective
- Applying strategic thinking to design and deliver innovative end-to-end user experiences that optimize user needs, business goals, and technological realities across web & mobile platforms

Sr. UI Designer

04/2019 – 04/2022

- Working within a cross-functional team and communicate with developers to ensure the product matches the design vision
- Creating deliverables include design mockups, prototyping, production of visual assets and producing documentation required for implementation for Native(iOS/Android) and Game engine(Unity) with engineering teams.

UI Artist

06/2015 – 04/2019

- Creating pixel perfect UI art assets and motion graphics for sphero mobile applications.

PROJECTS

Sphero EDU Jr App, Lead UX/UI designer

11/2020 - 05/2021

Design an extension app for the robot that gives kids play-based learning experience without screens

- Translated requirements into style guides, design systems, design patterns and attractive user interfaces.
- Created hi-fi UI assets and implemented UI assets and animations on Unity,

Sphero EDU App 6.0.0 update, Lead UX/UI designer

08/2019 - 09/2020

Design a major UI update for Sphero's flagship learning hub with a new easy access classroom feature for schools

- Worked on early prototypes and made iterations for school classroom environments with stakeholders.
- Created hi-fi UI assets and motion graphics and delivered to engineers to implement.

Star Wars Droids App by Sphero, UI Artist

05/2017 - 09/2017

Design an app that can control multiple Sphero Star Wars droids together

- Crafted an improved driving system and multiple robot connection UI/UX.
- Worked on motion graphics, asset creation, and implementation.
- Under Disney license, kept their visual guideline and communicated.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Masters of Entertainment Technology

09/2013- 05/2015

Ewha Womans University, Seoul, Korea

Bachelor of Fine Arts, Industrial Design
Minor Computer Science & Engineering

03/2006 - 02/2010

SKILLS

Skills Visual Design, Interaction Design, User Interface Design, Motion Graphic Design, Art Direction

Tools Sketch, Zeplin, InVision, Photoshop, Illustrator, After Effects, Unity
Autodesk Maya, Autodesk Fusion360, Rhinoceros, Alias Studio Tools, V-ray, Keyshot, Mudbox

Language Fluent in English, Korean