

# 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