

Sungmy Kim

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A self-motivated team player with 6 years of **Industrial Design** and 3 years of **Experience Design** practices; able to resolve human issues through systemic approaches and tangible design skills

WORK EXPERIENCE

Freelance Industrial & UX Designer New York, NY Mar.2017 - Present

- Led the real-life projects for individual clients
- Strengthened empathic and management skills while having a maternity break

Vessel Wrks New York, NY Aug.2016 - Feb.2017

Experience Designer & Creative Director

- Designed and operated the mug-sharing service at a conference, accomplished 87% sign-up among the guests
- Produced the internal assessment worksheets for the company's partnership expansion by analyzing the team's workflow
- Created social media marketing contents for a crowdfunding campaign, gained 5 times more views than before

Tishman Environment and Design Center New York, NY Apr.2015 - Aug.2015

Research assistant

- Researched waste pellet industry as a future fuel and forecasted its potential for Professor Ana Baptista
- Executed the center's new semester roadmap in the entire school, engaged with more than 1,300 freshmen

Fursys Inc. Seoul, South Korea Jan.2008 - Aug.2013

Senior Industrial Designer

- Designed seven ergonomic chairs for home and office and actively participated in the production process and marketing
- The product Ringo has been sold up to 50 times greater than average in sales since its release in 2011. It accomplished as the best product in the company's history, and became a must-have chair for children in S.Korea
- Taught design process and upholstery technique for new recruits and interns, nominated as the best in-house instructor

EDUCATION

Parsons School of Design, The New School New York, NY Aug.2014 - May 2016

Master of Fine Arts, Transdisciplinary Design, Dean's Scholarship

Thesis: 'Nonliving Stakeholders: Reimagining the relationship between humans and objects in a throwaway economy'

Sookmyung Women's University Seoul, South Korea Mar.2003 - Aug.2008

Bachelor of Fine Arts, Industrial Design

ACCOMPLISHMENTS

- **EXHIBITION** - *Nonliving Stakeholders* in Global Grad Show, a part of Dubai Design Week (2017)
- **JOURNAL CONTRIBUTION** - *Object as a Stakeholder in Service Design - New Perspective to Respond to Climate Change*, *Touchpoint* Volume 8 Number 2, Service Design Network (published in October 2016)
- **VISUAL CONTRIBUTION** - Design frameworks and product illustration for the book 'The Extrapolation Factory Operator's Manual' (written by Elliott P. Montgomery and Chris Woebken, published in August 2016)
- **AWARDS** - *Nonliving Stakeholders*: Strategy & Research Award, Core77 Design Award 2017 "Student Winner" (2017)
 - *Ringo* (study chair): iF PRODUCT DESIGN AWARD 2012, RED DOT AWARD : PRODUCT DESIGN 2012 "red dot", JAPAN GOOD DESIGN 2014, GERMAN DESIGN AWARD 2014 "nominee", ERGONOMIC DESIGN AWARD 2013 "Grand Prix"
 - *M10* (ergonomic multipurpose chair) - Red Dot Award: Product Design "Red Dot" (2010), IDEA "Finalist" (2010)
- **PATENT** - Swivel Chair in design patent (Korean Patent Number: 3006608600000, 2012)

PROFESSIONAL ACTIVITIES

- WORKSHOP PLANNING AND FACILITATION - Design Thinking workshop with TYTHEdesign and Be Social Change for StoryCorps (2016), Rockaway Empowerment Workshop with ShoreCorps (2015), Design Strategy for Casper (2015), Community-Led Resiliency (2014), Designing for Financial Empowerment with DESIS Lab (2015)
- PARTICIPATION - Researcher and Visual Designer for New York Service Jam (2017)

SKILLS

- DESIGN - Professional sketching, Visualization, Model making, Prototyping, Ergonomics, CMF consulting, Manufacturing process
- STRATEGY - Design strategy, System thinking, Service Design, Diagramming, Framework, Workshop planning and facilitation
- SOFTWARE - Adobe Illustrator, Photoshop, InDesign, Premiere, After Effects, AutoCAD, Pro/Engineer, Solidworks, Sketchbook®, Wordpress
- LANGUAGES - Korean and English