

Namh Kim

Visual / 3D Experience Designer

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Experience

Magic Leap

Senior 3D Visual Interaction Designer / Remote / May 2023 - July 2025

Designed AR experiences for AR glasses, working across visual design, motion design, 3D, UX, and UI to create compelling, user-centered interactions. Collaborated closely with product and engineering teams to deliver immersive 3D user interfaces and experiences.

LinkedIn

Contract Visual & Motion Designer / New York / Oct 2022 - Apr 2023

Led visual and motion design projects for consumer-facing product features. Partnered with product designers to improve usability and brand consistency.

Meta

Contract Visual Designer IV / New York / Jan 2022 - Oct 2022

Delivered illustrations, motion graphics, and creative strategies for recruiting and people products. Developed cross-platform visual assets aligned with Meta's design systems.

Lucid

Freelance Senior Visual Designer / New York / May 2021 - Dec 2021

Bloomberg

Visual & Art Director (Contract) / New York / Mar 2020 - Jan 2021

Fantasy

Freelance Visual Designer / New York / Nov 2019 - Jan 2020

Elephant

Visual/Product Designer (Contract) / New York / Apr 2019 - Sep 2019

Bloomberg

Visual Designer (Contract) / New York / Mar 2018 - Apr 2019

Google

Visual Designer (Contract) / New York / May 2016 - Nov 2017

CNN

Digital Designer (Contract) / New York / Sep 2015 - May 2016

Education

Fashion Institute of Technology / New York, USA

BFA Advertising Design / Class of 2015

Korea University / Seoul, South Korea

Industrial Design / 2008-2009

Design Skills

Visual Design
Product Design
AR/VR Design
Art Direction
User Interface Design
Illustration
Animation
Photography
3D Modeling

Tools

Figma / Cinema4D / Adobe Creative Suite (Photoshop, Illustrator, InDesign, AfterEffects) / MS Office

Language

English / Korean