

# Claire Kim

industrial designer + illustrator

riceballkim.com  
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## Education

Providence, RI

## Rhode Island School of Design (RISD)

C/O 2025

BFA Industrial Design | 3.9 GPA

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## NASA

Houston, TX

## Softgoods Design Technologist

July 2025 - Present

- Supporting the Advanced Suit Team in soft goods prototyping and testing for exploration spacesuits under the Advanced Suit Design Lab (ASDL).
- Working with Kevlar, Nomex, GoreTex, and Nylon to apply pattern-making, stitching, and seam techniques for spacesuit development.

## BlindFind Technology

Providence, RI

## Soft Goods Designer

January 2025 – December 2025

- Designing and prototyping ergonomic vests to implement NVIDIA Jetson board into soft goods.
- Collaborating with Brown University engineers to develop a wearable device that uses spatial orientation technology for visually impaired users.

## Studio Dejavu

Remote

## Industrial Design Intern

April 2024 – May 2025

- Collaborating with Studio Dejavu based in Stockholm to develop a family series of the Slalom Furniture line.
- Creating concept sketches, CAD models, and prototypes that align with Scandinavian design and the manufacturing standards.

## NASA

Houston, TX

## Apparel Merch Design Intern

Summer 2023

- Created a merchandise collection for NASA's Artemis programs, from concept sketches and artworks to production-ready graphics.
- Collaborated with NASA designers and engineers to refine visual identity

## Riceballkim

Remote

## Creator, Designer

December 2018 – Present

- Creating toy designs, posters, character illustrations, digital animation, soft good products, or 3D models on Instagram.
- Launched an online store for merchandise and learned e-commerce skills, including packaging, market research, and customer communication.

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## Softwares

Solidworks, Rhino 8, Blender 3D, Fusion 360, Adobe CC (Photoshop, Illustrator, Premiere Pro, XD, Lightroom), Figma

## Skills

Woodworking and Shop Skills, Laser Cutting, Vacuum Forming, Welding (TIG), Lathe & Milling Machines, Metal Fabrication (Tube Bending, Grinding, Polishing), CAD, 3D Printing (FDM, SLA), Mold-making (Silicone, Resin), Assembly & Rapid/Model Prototyping, Industrial Sewing & Soft Goods (Tech Packs, Digital Patterns, Industrial Sewing Machines), Adobe (Photoshop, Illustrator, Premiere Pro, XD, Lightroom)