Namh Kim

Visual/Product Designer + Art Director

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Experience
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Magic Leap
Senior 3D Visual Interaction Designer / Remote / May 2023 - Current
Designed AR experiences for AR Glasses product. Worked in 3D space/software to create user interfaces and interactive AR experiences.

LinkedIn
Contract Visual & Motion Designer / New York / Oct 2022 - Apr 2023
Leads visual and motion design projects in collaboration with product designers on the consumer facing product team.

Meta
Contract Visual Designer IV / New York / Jan 2022 - Oct 2022
Worked on multiple types of visual design solutions (illustration, motion graphics, creative strategies) for recruiting and people products within the company.

Lucid
Freelance Senior Visual Designer / New York / May 2021 - Dec 2021
Conceptualized and art directed visual ideas for regularly released visual books.

Bloomberg
Visual Designer & Art Director (Contract) / New York / Mar 2020 - Jan 2021
Created a design system for Bloomberg's new digital screens product. Worked on art directing contents for large-scale LED screens for headquarters office.

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

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
Product Prototyping

Tools
—

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

Language
—

English / Korean