

MELODY KIM

Interaction design & research
Designing for social impact

EDUCATION

University of California, San Diego
B.S. Honors Cognitive Science,
Human-Computer Interaction
Expected graduation June 2014

Coursework in Computer Science,
Philosophy, Science Studies, History

ACTIVITIES

Vice President
User Experience San Diego 2013 - 2014
Co-chairing the inaugural Student Design
Competition & Design Summit in Spring 2014.
Building the student-industry relationship in San
Diego.

CORE Leader
Redeemer Presbyterian Church 2013 - 2014
Organizing women's events and community
groups for the college ministry.

AWARDS & HONORS

Finalist and Runner Up
IXDA Student Design Challenge 2014
Only undergraduate that participated in the
72 hour design charrette at Interaction '14 in
Amsterdam, sponsored by the Gates Foundation.

2nd Place
Microsoft WinPhone AppHack 2013
Over 2 weeks, developed Elect, a mobile app that
informs of you ballot items before election day.
Project featured in Geekwire.

EXPERIENCE

Instructional Assistant

UCSD *La Jolla, CA* *January 2013 - Present*

- Leading two studios on "Designing for Empowerment" in Scott Klemmer's first "Intro to Human-Computer Interaction" course at UC San Diego.
- Previously a TA for David Kirsh's "Cognitive Aspects of Digital Design"

Lead Designer

We Have We Need *La Jolla, CA* *April 2013 - Present*

- Guiding user-centered development of a lightweight, collaborative inventory management tool for agile teams on the disaster relief front.

User Experience Design Intern

Microsoft *Redmond, WA* *June 2013 - September 2013*

- Led the user-centered vision planning of the diagnostics and debugging experience in **Visual Studio**--a highly complex, technical space.
- Initiated usability studies and mocked up rapid prototypes, facilitating a lean, highly iterative, agile development process. Product still in development.

Undergraduate Researcher

DCOG-HCI Lab *La Jolla, CA & INRIA Paris, France* *August 2012 - Present*

- Exploring the use of mobile phones among the homeless adult community.
- Inquired instrumental desktop interaction under Wendy Mackay.
- Involved in prototyping and feedback for new features at CHI 2013

Interaction Designer

Social Print Studio *San Diego, CA* *February 2012 - August 2012*

- Lead UX designer on iOS app **DBLCAM**. Over 50,000+ downloads.
- Exhibited at **Creators Project: San Francisco**. Designed interactions for an interactive art installation that integrated Kinect + Instagram. By Intel + SPS.
- Developed interfaces for MOMA, Cartier, NBC Universal, Redbull and more.

Creative Intern

Wunderman, Y&R Group *New York, NY* *June 2011 - July 2011*

- Led intern team's creative concepting and development of a social media campaign for Kodak. Explored the intersection of digital & analog experiences.
- Assisted creatives on concepts for clients such as Best Buy and Land Rover.