

MELODY KIM

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EDUCATION

Bachelor of Science (B.S.)

Cognitive Science, Human-Computer Interaction

UC San Diego
2014

PROJECTS

April 2015 - Present

Equip Guides

Simple guides to life, written by people like you.

April - June 2013

We Have We Need

Inventory solution for humanitarian teams on the disaster relief front.

AWARDS AND HONORS

June 2014

Honors, Cognitive Science

Explored the use of mobile phones among the adult homeless population. Advised by Jim Hollan & Scott Klemmer.

February 2014

Finalist, Gates Foundation IxDA Student Design Challenge

Developed VillageMedic health radio for rural communities. Only undergraduate finalist in the 72-hour charrette at Interaction '14, Amsterdam.

Summer 2013

2nd Place

Microsoft AppHack

In 2 weeks, developed Elect, an app that informs you of ballot items before election day. Featured in Geekwire.

WORK EXPERIENCE

August 2014 - Present

Product Designer at Coursera

Currently designing social learning experiences. Previously shipped two major updates to the learning platform and a redesign of the course dashboard. These platform updates have resulted in a 138% lift in our course completion rates.

January 2013 - June 2014

Co-founder of Design.UCSD

Helped found the first student design organization at UCSD. Set up the first open design studio for undergraduates and the first student design competition, working alongside faculty, industry and alumni to make these happen.

January 2013 - June 2014

Teaching Assistant at UCSD

Was on the teaching staff for 3 HCI Design courses - Introduction to Human-Computer Interaction (Scott Klemmer), Cognitive Design Studio (Jim Hollan) and Cognitive Aspects of Digital Design (David Kirsh).

Summer 2013

UX Design Intern at Microsoft

Helped lead the user-centered planning of the future of developer tools in Visual Studio. I spent my internship working with domain experts and facilitating user research to help craft this vision. The project continued on after my internship.

August - December 2012

Undergraduate Research Exchange at INRIA Paris

Assisted Wendy Mackay's lab in the lead up to their hosting CHI 2013 in Paris. Was involved in the prototyping and feedback for new features debuting during the conference—CHI Maps and Madness.

February - August 2012

Interaction Designer at Social Print Studio

Lead designer on DBLCAM, an iOS app with over 100,000+ downloads. Exhibited an interactive installation at Creators Project: San Francisco. Designed interfaces for MOMA, Cartier, NBC Universal & more.

Summer 2011

Art Direction Intern at Wunderman

Led intern team's creative concepting and development of a social media campaign for Kodak. Assisted teams on concepts for clients such as Best Buy and Land Rover.