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Experience

Industrial Designer

Vinco Performance

Jan 2025 - Aug 2025 · 8 mons San Jose, CA

- Analyzed the sports eyewear market to identify customer gaps, defining a product strategy for an underserved customer segment.
- Translated concepts into testable prototypes, using hands-on user feedback to guide the design.
- Managed the product showcase at Sea Otter Classic 2025, engaging attendees to gather feedback.

Industrial Design Intern

Munchkin

Sep 2024 - Apr 2025 · 8 mons Van Nuys, CA

- Based on contributions for the consumer product team, this internship has been extended.
- Kids lifestyle product, Character cups have been approved for manufacturing.
- Involved the complete product design lifecycle, from initial concept sketches through 3D modeling and iterative prototyping, to validate both fit and manufacturability.

Teaching Assistant & Lab Assistant

ArtCenter College of Design

Sep 2022 - Dec 2023 · 1 yr 4 mos

Pasadena, CA

- Collaborated closely with the director of CMTEL on collecting and researching cmf samples.
- Took a charge of sharing a previous experiences as an Industrial Designer.

Industrial Designer

The Gamja Co.

Jan 2017 - Mar 2018 · 1 yr 3 mos Seoul, South Korea

- Seoul, South Korea
 Consulted with major brands to define the creative direction for campaigns,
- establishing key visuals and display concepts.
 Managed CAD models and product visuals, coordinating directly with fabricators.

Education

ArtCenter College of Design

Bachelor's Science of Industrial Design Sep 2021 - Sep 2025 · Pasadena, CA

Konkuk University

Bachelor's Fine Art of Industrial Design Mar 2013 - Sep 2021 · Transferred · Seoul, South Korea

Recognition

Strother MacMinn Endowed Scholarship

Based on portfolio review · Dec 2023, Dec 2022

Toyota Endowed Scholarship

Based on portfolio review · Apr 2022 ACCD Entrance Scholarship

Based on portfolio review · Sep 2021 - Oct 2025

Skills

Design

Concept & Product Development, Storytelling, Brainstorming, Showing Consumer Empathy, Advanced Sketching, 3D CAD Modeling, Rendering, Prototyping, 3D Animation.

Too

2D · Adobe Photoshop, Illustrator, Indesign, Figma 3D · Solidworks, Rhinoceros, Keyshot, Blender Video · Adobe Premiere, After Effects

Languages

 $\mathsf{English} \cdot \mathsf{Fluent}$

 $\mathsf{Korean} \cdot \mathsf{Native}$