

# Arthur Kim

972-603-6277  
arthurkim997@gmail.com  
arthur-kim.com

## EDUCATION

**Rhode Island School of Design**  
Graphic Design BFA 2019

**Brown University**  
Selected Coursework 2017 — 2018  
- Intro to Object Oriented Programming  
- User Interfaces / User Experiences

## SKILLS

### Tools

Sketch  
Figma  
Principle  
InVision  
Illustrator  
Photoshop  
InDesign  
AfterEffects  
HTML/CSS/JS  
Java  
React

### Design

Interaction Design  
Visual Design  
Motion Design  
Wireframing  
Rapid Prototyping

### Research

Competitive Audits  
Usability Testing  
Interviews/Survey  
Storyboarding  
Journey Mapping

## EXPERIENCE

**The New York Times / Product Design Intern**  
New York City, NY / June 2019 - Aug 2019

- Designed, proposed, and led an interactive web-app game called Skyscraper during New York Time's Maker Week. Game was live for a two-week mobile play testing reaching 20,000+ users. I was the sole designer on the team.
- Explored behaviors for how content could be refreshed in sequence with fetching new data. Designed new visual indicators for varying levels of internet connections. Also animated a branded splash screen for iOS.

### SYPartners / UX Design Intern

San Francisco, CA / June 2018 - Aug 2018

- Designed business development materials for Uniqlo's 2nd heir, Koji Yanai, strategizing new ways to leverage the Paralympics of Tokyo 2020.
- Illustrated unconscious bias workshops for clients like, Nike and Virgin Voyages, and strategized higher level customer service philosophies.

### Korea Bojagi Forum / Design Intern

Seoul, South Korea / June 2016 - Sept 2016, June 2017 - Sept 2017

- Produced Korea Bojagi Forum's brand identity, poster, and exhibition for its triennial exhibition in Seoul, Korea. Designed the brochure, catalog, and poster for KBF's participation in the 23rd European Patchwork Meeting in 2017.