

Eileen Kim

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ABOUT

I am pursuing my Master's in HCI at Washington University in St. Louis. I aim to merge my love and passion for the arts with my intrigue in the realm of physical and mental health. My goal is to facilitate thoughtful design that responds to real needs and creates inclusive solutions that serve local communities effectively.

EDUCATION

Washington University in St. Louis *Aug 2022-May 2026*

Sam Fox School of Design & Visual Arts

Bachelor of Arts: Communication Design

Minors: Psychology and HCI (Human Computer Interaction)

Recognitions:

The Emily and Teddy Greenspan Scholarship, Dean's List

Activities:

Korean International Student Society (President)

Habitat for Humanity (PR)

WashU Animation Association (PR)

StudLife Newspaper (Illustrator)

Armour Magazine (Director of Web Dev)

Washington University in St. Louis *Aug 2026-May 2028*

Sam Fox School of Design & Visual Arts

Masters of Fine Arts : MDes for HCI and Emerging Technology

CERTIFICATION

Coursera

Google UX Design Specialization

Mar 2024

EXPERIENCE

Research Assistant

Sensory and Ambient Interfaces Lab - Sam Fox School of Design, St. Louis

May 2025 - Aug 2025

May 2026 - Aug 2026

Research Assistant at the "Sensory and Ambient Interfaces Lab (SAIL)" under Professor Jonathan Hanahan. Design and develop non-visual interfaces, prioritizing alternative senses and active sensory strategies to explore data interaction, integration, and feedback methods. EEG + Haptic Testing.

Design and User Experience Intern

Collaboration for Interprofessional Education (CIPE)

at Washington University Medical Campus

Jan 2025 - May 2026

Member of an interprofessional team working to achieve the Center's mission of promoting an educational environment that values and supports collaboration by building a community of interprofessional champions and scholars, and developing & integrating curricula. Update CIPE website, apply design knowledge into weekly Newsletters, attend faculty and committee meetings to understand decision making process, and develop marketing materials to promote CIPE.

City Greens STL Marketing Board member*June 2025 - May 2026**4260 Manchester Ave, St. Louis, MO*

Marketing Board Member for City Greens STL, contributing to community-focused outreach strategies, visual branding, and promotional materials to support local food access initiatives. Worked with the City marketing team to update their website design through changes to their donation page. Advocated for CityGreens by organizing groups of students passionate about promoting nutrition.

Illustrator Staff, StudLife Newspaper*Aug 2023 - May 2026**Washington University in St. Louis*

Create illustrations weekly for WashU's Student News Paper team.
Chosen to design the cover for WashU's "2024 Housing Guide"

Armour Magazine*Aug 2022 - May 2026**Washington University in St. Louis***Director of Web Dev**

- Led end-to-end design and UX direction for a fully functioning website that showcased final published issues. Ensured the platform supported smooth content uploads and updates by the editorial team

Creative Director

- In charge of staffing and selecting writers, illustrators, makeup artists, and models to achieve a blend of visual elements and written content.
- Guided the team by giving feedback, checking due dates, and managing the overall working environment. Took charge of shaping direction, conceptualize, design, and plan a visual storytelling as team leader.

Illustrator and Videographer

- Creating visuals (graphics and illustrations) for spreads. Led promotional video production project.

Layout Team

- Managed organization of all spread layouts and discussed with team to manage spreads through Adobe Programs.

Summer Research Internship*May 2024 - Aug 2024**DRIMAES Seoul, South Korea*

Research: Develop new interfaces for human-machine interaction with LLM
Project goal: Explore better in-vehicle experiences by applying LLM based AI to HMI. Outcomes in UI design or/and Scenarios

Summer Internship*Jun 2023 - Jul 2023**Videocittà 2023 ROME*

Served as representative of ARTSCLOUD at Videocittà 2023 ROME. Manned the booth, engaged with the audience, and explained our startup initiatives. As preparation in Korea, created advertisements and social media posts, designing POPs, liaising with Videocittà managers, and dispatching posters, merchandise, and essential documents to Rome.

SKILLS

- UI/UX
- User Research (Interviews, Surveys, Contextual Inquiry)
- User Journeys
- User Flows & Wireframing
- Information Architecture
- Interaction Design
- Responsive Web Design
- Figma
- Adobe XD
- After Effects
- Adobe Creative Suite
- Final Cut Pro
- Procreate