

Sungwoo Kim

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SUMMARY

Seven years of experience working as a Creative Technologist bridging Design and Engineering. In-depth knowledge of user-centered design while working effectively across domains and disciplines. Experience creating state-of-the-art solutions with full-stack software, electronics, and design data expertise across many platforms.

WORK EXPERIENCE

Woven by Toyota

- **Senior Creative Technologist** Tokyo, Japan — Dec 2022 - Present
 - Lead research and development of advanced vehicle simulator for testing future UX concepts.
 - Evaluated the value of new concepts or technology with rapid prototype development.
- **Creative Technologist** Tokyo, Japan — May 2020 - Dec 2022
 - Developed and designed an immersive digital twin for a smart city mega-project using VR technologies.
 - Researched and developed interaction design tools to boost the research and design team's production.
 - Built an advanced vehicle simulator for testing future UX concepts, including scenarios, autonomous driving features, and custom hardware combining physical and virtual iXD.
 - Helped to grow up one personal project into ten engineering team projects.
 - Gave a presentation to SIGGRAPH 2021 on Simulating Connected Experiences: Automotive, Architecture, and Robotics.

Innocean Worldwide HQ

- **Creative Technologist/Developer** Seoul, South Korea — Nov 2016 - Apr 2020
 - Provided engineering support from ideation to the production stage for software and hardware.
 - Delivered award-winning ideas and products using emerging technologies such as AR / VR / Game / Web Technology / Hardware installation.
 - Led cross-functional teams to develop software & hardware interactive products from concept to launch.
 - Won more than 30 international creative awards.
 - **Account Executive** Seoul, South Korea — Jan 2016 - Nov 2016
 - Planned and managed experiential exhibition projects for global clients, including an international motor show and CES
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EDUCATION

Seoul National University

Electrical and Computer Engineering and Media Arts(Double Major)

Seoul, South Korea — Mar 2009 - Feb 2016

- Two years absence to fulfill military duty (May 2010 - Feb 2012)
 - National Science and Engineering Scholarship recipient (Merit 4 years scholarships with aids of full tuition and fees)
 - Graduated with honors
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SKILLS

Software Development

- **Frontend** HTML, CSS, Javascript, WebGL
- **Backend** Docker, Django, Node js, SQLs
- **Programming** Javascript, C#, C, Python
- **Content Creation** Unity 3D, Electron, VR/AR, Prototyping with emerging technologies.
- **Machine Learning** Understanding concepts/algorithms of Machine Learning and can make prototypes on Tensorflow.

Hardware Development

- **Prototyping** Arduino, Raspberry pi, Rapid prototyping, 3D Printing
- **Electronics** Electronics, PCB design
- **Embedded Programming** Embedded C, RTOS
- **Modeling** Fusion 360

Design Tools

- **2D** Adobe Creative Suite, Figma
- **3D** Blender
- **Video** FinalCut, Adobe Premier

**Because of the nature of R&D works, recent NDA-protected projects are not written on the portfolio website.*