

Contact

kmeekim2025@gmail.com
kmeekim.com
www.linkedin.com/in/kmeekim

Top Skills

Art Direction
Brand Design
3D Design
Graphic Design
-
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Adobe premiere pro Autodesk
Maya

Languages

English
Korean

K.Mee Kim

Creative Designer
United States

Summary

Crafted cohesive brand experiences through art direction, UI design, graphic design, and immersive 3D visuals. Delivered emotionally resonant content across digital, print, and VR platforms to elevate brand identity and audience engagement.

Experience

EnergyX

Creative Designer

December 2021 - May 2025

Austin, Texas, United States

Drove the development of the company's brand identity through impactful visual storytelling and versatile design assets. Created cohesive visuals across web, print, and event design platforms to ensure a unified brand experience online and offline.

Dayzstudio

Co-Founder & Creative Director

March 2019 - November 2024

Seoul, South Korea

I co-founded and led a creative studio in Korea, specializing in crafting distinctive visual identities and custom brand experiences for lifestyle and cultural projects.

As Creative Director, I was responsible for defining the brand identity, marketing strategy, and overall visual direction of the company. I collaborated closely with a local team to develop and execute projects, overseeing concept planning, storytelling, spatial design, and production.

My role combined creative leadership, brand development, and art direction, ensuring every project delivered a unique and memorable experience aligned with each client's vision.

Sync Design, Inc.

Creative Designer

January 2019 - December 2021

San Francisco Bay Area

Executed high-impact 3D visuals and motion content to drive brand storytelling across digital, social, and physical platforms. Directed the end-to-end production of video assets, promotional materials, and print collateral, ensuring visual consistency and creative excellence throughout. Collaborated closely with cross-functional teams to maintain brand alignment across campaigns, events, and seasonal initiatives.

LLove

Brand Designer

2018 - 2019

Los Angeles, California, United States

Played a key role in shaping the visual identity of a fashion and lifestyle brand. Designed marketing campaigns, lookbooks, packaging, and promotional materials to support seasonal product launches. Worked cross-functionally with marketing and product teams to ensure a cohesive brand experience across print, digital, and retail environments.

iLIVEvr

VR Designer

2016 - 2018

Los Angeles, California, United States

Joined as an early team member to help build a real estate VR platform, contributing to the foundation of its 3D visual language and user interface. Created immersive 3D environments and UI elements that shaped the core user experience across web and VR platforms. Collaborated with developers and product teams to ensure visual and interactive consistency throughout the platform.

Rhode Island School of Design

1 year

Adjunct Instructor

2016 - 2016 (less than a year)

Providence, Rhode Island Area

A class focused on creating immersive VR contents.

University course designed for college students.

Course Title - Tools; Measuring the Universe

Part-time CE Faculty

2015 - 2016 (1 year)

Providence, Rhode Island

A course focused on creating 3D content and animations.

Designed for undergraduate and master's students.

Course Title #1 - 3D Modeling with Maya

Course Title #2 - Jump into Maya.

Education

Rhode Island School of Design

Master of Fine Arts - MFA, Digital + Media · (2014 - 2016)

School of Visual Arts

Bachelor of Fine Arts - BFA, Computer Art; Computer animation and VFX · (2010 - 2014)