Namh Kim

Visual/Product Designer + Art Director

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Experience

Bedrock Robotics — Founding Product Designer — Dec 2025 – Present

- Sole designer of four products for autonomous excavation: a web app for the office, a mobile app for the field, an in-cab tablet and a remote assistance station.
- Built the design system from scratch: one library across desktop, phone, tablet and a multi-monitor station.
- Reorganized the apps around work areas and cuts instead of machines, to match how crews think about a job.
- Designed the safety-critical flows: engaging autonomy, pausing and parking machines, and recovering from a lost connection.

Magic Leap — Senior 3D Visual Interaction Designer / Remote — May 2023 – Jul 2025

- Designed spatial interfaces, 3D assets and motion for AR glasses.
- Set the visual direction for Fundamentals, the headset's onboarding app: color, spatial UI and the 3D geometry used in its lessons.
- Restyled the 3D controller and hand models that teach input and gestures; Fundamentals was demoed live at AWE 2024.
- Designed the user flow and UI for two open-source Android XR sample apps while embedded with Google's XR team.

LinkedIn	Visual & Motion Designer (Contract)	Oct 2022 – Apr 2023
Meta	Visual Designer IV (Contract)	Jan 2022 – Oct 2022
Imprint	Senior Visual Designer (Freelance)	May 2021 – Dec 2021
Bloomberg	Visual Designer & Art Director (Contract) Visual Designer (Contract)	Mar 2020 – Jan 2021 Mar 2018 – Apr 2019
Fantasy	Visual Designer (Freelance)	Nov 2019 – Jan 2020
Elephant	Visual/Product Designer (Contract)	Apr 2019 – Sep 2019
Google	Visual Designer (Contract)	May 2016 – Nov 2017

Education

Fashion Institute of Technology	BFA Advertising Design / New York, USA	Class of 2015
Korea University	Industrial Design / Seoul, South Korea	2008 – 2009

Design Skills

Visual Design
Product Design
AR/VR Design
Art Direction
User Interface Design
Illustration
Animation
Photography
3D Modeling
Product Prototyping

Tools

Figma / Adobe Creative Cloud (Photoshop, Illustrator, InDesign, After Effects) / Cinema 4D / Claude Code

Languages

English / Korean