

Rina Kim

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Product designer for complex, data-rich, AI-driven products. I turn backend logic and technical constraints into clear user flows, prototypes, and high-fidelity interfaces, then work with engineers through implementation.

EDUCATION

Carnegie Mellon University, Masters of Human-Computer Interaction

August 2025

Coursework: User-Centered Research and Evaluation, Designing Human Centered Software, Programming User Interfaces

Emerson College , BFA Media Arts Production

May 2021

EXPERIENCE

BMW Group

Mountain View, CA

UX Engineer Intern

June 2025 - Jan 2026

- Designed a **backend-driven Generative UI system** using Chain-of-Thought reasoning to automate dashboard responses for **50+ user scenarios**, including hands-free navigation and live diagnostics.
- Defined the reasoning logic for what information to surface and when, **prioritizing under time pressure and limited attention**.
- Built a React-based multi-agent front end to validate designs with live data, **translating technical constraints into interaction models** engineers could build against.

Surefront & CMU MHCI

Pittsburgh, PA

Product Designer

Feb 2024 - Aug 2025

- Prototyped in Figma and usability-tested **high-density analytics workflows** with fashion designers and merchandisers, iterating to reduce cognitive friction.
- Designed a B2B AI fashion assistant that cut search and research time by **75%** by consolidating real-time APIs into one natural language interface.
- Designed month-over-month trend velocity curves and real-time growth visualizations, giving **42.5%** more granular trend tracking than quarterly reports.

CMU Smart Sensing for Humans (SmaSH) Lab

Pittsburgh, PA

Research Assistant

Sept 2024 - August 2025

- Built a **semantic classification pipeline** for multimodal voice assistants, **mapping user intent to system actions with 90%+** response accuracy.
- Designed "respond vs. ignore" logic that **eliminated accidental voice triggers (noise)** while preserving sensitivity to real requests.

BMW Group DesignWorks

Santa Monica, CA

Interaction Design Intern

June 2024 - August 2024

- Created systems-level frameworks that translated complex AI behaviors into structured interaction models, enabling **30+ designers** to adopt and build within new tooling.
- Ran cross-department UX research to align stakeholders on requirements; produced **wireframes and user journey maps** that simplified emerging toolset, skills transferable to writing and maintaining design systems documentation.

MIT Computer Science and Artificial Intelligence Laboratory

Cambridge, MA

Interaction Designer

Feb 2024 - May 2024

- Designed spatial interfaces for a multimodal AR learning app, using mixed-methods research to **reduce cognitive load** and keep users focused on learning goals.

LEADERSHIP

MIT Reality Hack

Cambridge MA

Lead Designer

Jan 2022 - Jan 2024

- Designed visual and spatial identity each year for MIT's hackathon of 500+ attendees, overseeing illustrated banners, spatial layouts, and installations built such as Pepper's Ghost to inspire hackers and stay engaged.

SKILLS

Design & Prototyping: Figma, user flows, wireframing, interactive prototyping, high-fidelity UI, usability testing, Framer, Adobe CC

AI-assisted workflows: Claude, Claude Code, MCP, Cursor, Codex, Antigravity, Higgsfield

Engineering: React, TypeScript, JavaScript, Python, GitHub

Domains: Complex workflows, data-rich interfaces, generative and adaptive UI, multimodal interaction, automotive HMI, AI agents

Languages: English (native), Korean (native), Japanese (intermediate)