

Rina Kim

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I design interactions between humans and AI. For the designers building it, and the people living with it. Specialized in building prototypes that bridge the gap between complex backend logic and intuitive user interaction.

Professional Experience

BMW Group

UX Engineer Intern

Mountain View, CA

June 2025 - Jan 2026

- Designed a **backend-driven Generative UI system** using **Chain-of-Thought reasoning** to automate dashboard responses for **50+ mobility scenarios**, including hands-free navigation and real-time vehicle diagnostics.
- Engineered a scalable, **ReactJS based multi-agent architecture** to **dynamically render UI components** using real-time vehicle data, ensuring the dashboard remains **contextually relevant** to the driver's environment.

CMU Smart Sensing for Humans (SmaSH) Lab

Research Assistant

Pittsburgh, PA

Sept 2024 - August 2025

- Developed a **semantic classification pipeline** for multimodal vehicle assistants, **enhancing Voice AI systems** to bridge the gap between complex user intent and system execution with **over 90% response accuracy**.

BMW Group DesignWorks

Interaction Design Intern

Santa Monica, CA

June 2024 - August 2024

- Designed **interface frameworks** that translated **complex AI behaviors** into actionable controls, enabling 50+ designers to adopt AI tools within their existing workflows.

MIT Computer Science and Artificial Intelligence Laboratory

Interaction Designer

Cambridge, MA

Feb 2024 - May 2024

- Designed **spatial interfaces** for a **multimodal AR learning application**, utilizing mixed-method insights to minimize cognitive load and sustain user focus on narrative learning objectives.

Surefront & CMU MHCI

UX Researcher & Engineer

Pittsburgh, PA

Feb 2024 - Aug 2025

- Developed an **AI trend-matching dashboard** by translating 30+ stakeholder interviews into technical requirements, **replacing manual forecasting and** accelerating insight generation by 75% for designers and merchandisers.

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

Awards

MIT Reality Hack

Winner of Hardware Creative Inputs/Outputs

January 2024

- Designed a closed-loop XR ecosystem integrating live biometric data with AR visualization, enabling clinicians to remotely modulate electro-stimulation hardware while immersing patients in a responsive virtual environment.

Winner of Hardware Impact

January 2023

- Designed "Responsive Tale," a multimodal augmented reading experience. Integrated computer vision (text analysis & image recognition) to trigger real-time haptic and audio-visual overlays, transforming static physical pages into dynamic digital events.

Technical Skills

Technical Skills Domains: Automotive HMI, Adaptive Interfaces, HCI, Multimodal Interaction, Context Orchestration, Generative AI

Software: ReactJS, TypeScript, Python, JavaScript, Claude Workbench, MCP, TouchDesigner, Unity, Embedded Systems, GitHub

Design: Figma, Claude Code, Cursor, Antigravity, Codex, Adobe Creative Suite (Premiere, AfterEffects), Procreate, Framer

Language : English (Native), Korean(Native), Japanese (Intermediate)