Dokyun Kim

email: dokraphael@gmail.com
phone: +336 27 16 04 50

master degree interactive - industrial designer
master degree innovation immersive engineering
master degree numerical modelisation in virtual reality
diploma of Ecole Normale Supérieure in mechanical engineering

work experience

HUMAN COMPUTER INTERFACE DESIGNER-ENGINEER

2019 — Present

Snips / Sonos (acquisition) — Paris, FRANCE
- **Senior Voice Experience Designer**
Prototyping around the Sonos voice experience

2018 — 1 year 8 months

Snips — Paris, FRANCE
- **Hacker in Residence**
Creation of innovative prototypes to explore new interactions and interfaces.
Around 20 prototypes and several videos were made.
One of our design principle was : even if we are a voice company, we don't
assume that voice is the best interaction for a given action.

2017 — 7 months

Dailymotion — Paris, FRANCE
- **Design Technologist**
Built the Design System and tools such as interface translation in Sketch,
or automatic interface population, DesignOps tools and process.
Reflexions around new possible features, interactions, devices

2017 — 4 months

NIJI Lab — Issy, FRANCE
- **Creative Technologist**
IoT, VR, IA, Bot, Prototyping.
R&D Lead for new interactions

2015 — 1 year 10 months

Joshfire — Paris, FRANCE
- **Lead Developer R&D / in charge of innovation**
IoT designing and making agency
Danone, PSG boutique wall, Martell, Hennessy, Fenotek (CES2017)
Quo Vadis, Dome pharma, Pierre Fabre (CES2017)
Voyage SNCF VR experience (multiple award)

2014 — 9 months

SAP Lab — Palo Alto, USA
- **Creator, Maker, Hacker**
Chairman's project team : diverse innovative projects
Created a tool to share screen and apps in interactive meetings
to create the best remote work experience (now called CoScreen.co)

2013 — 6 months

Saatchi & Saatchi + Duke — Paris, FRANCE
- **Creative Technologist**
Toyota, ClubMed, La Halle, VISA Premier, Veuve Clicquot, Or
expresso, Piaget. Prototypes were made for each of the clients

2012

SIGCHI 2012 / LAVAL VIRTUAL 2012 — Austin, USA / Laval, FRANCE
- SPrAyCE publications on **Intel & Vice CreativeProjects / PFSK**

2011 — 6 months

M.I.T Media Lab Fluid Interface Group Internship — Cambridge, USA
- Creation of SPrAyCE (Space Spray). a spray-based device allowing
to draw in mid-air

LAVAL VIRTUAL 2011 — Laval, FRANCE
- Developement of Kinectoon (innovative Kinect game)
- Awarded

2010 — 6 months

JRL-AIST Internship — Tsukuba, JAPAN
- Non-smooth contact model for fast dynamic computation of
poly-articulated bodies
- Handle Haptic devices for dynamic simulation
- Final demonstrator of the European commission project "ImmerSense"

2009

European Robotic Cup — Villaroche, FRANCE
- Mechanical conception
- Best rank since participation of our school

education

2011 - 2013

STRATE COLLEGE DESIGNER
(master degree) industrial / interaction design

Sèvres, FRANCE

- interactive design (La Poste / Pernod Ricard / ...)
- video production / realisation / post-production
- desktop publishing (Illustrator, Photoshop, Indesign)
- arduino project ("Voodoo child") and dev of the video game
- packaging and retail design

2010 - 2011

ECOLE NATIONALE SUPÉRIEURE DES ARTS ET MÉTIERS
(master degree) innovation and virtual reality engineering
(master degree) numerical modelisation in virtual reality

Laval, FRANCE

- virtual reality / augmented reality
- devices for virtual reality and haptics
- 3D Modeling and Animation
- real-Time 3D and video games
- human computer Interaction
- conducting innovative projects management

2008 - 2010

ECOLE NORMALE SUPÉRIEURE
(master degree) mechanical engineer

Cachan, FRANCE

- modelisation of solid and fluid continua
- CAD and PLM (Computer-aided design, Product Lifecycle Management)
- vibrations and waves
- numerical Methods for partial differential equations
- Material sciences
- discrete event systems
- design and dimensioning for mechanical transmissions
- command in manufacturing systems
- numerical resolution methods
- fluid dynamics
- prototyping industrial products

extras

- technology enthusiast, maker
- DIY, homemade IoT, robotic arm, 3D print
- video games development
- music enthusiast
- lead guitarist of a band, self-taught
- cello (+10 yr)
- self taught piano
- photography / computer generated art

bonus

languages

- fluent French
- first language Korean
- speaking and writing English (TOEIC 905)
- academic Chinese (Mandarin) / German
- Japanese understanting

tools at home

- 3D printer Formlabs Form2
- 3D printer Prusa i3 MK2s
- 30-ish raspberry pi / arduino / dev boards
- airbrush / paint
- power tools for wood/metal/plastic

prototyping	3D mod/render	webdev	mobile dev	graphical	immersion
arduino	3DS MAX	HTML/CSS/JS	Xcode/Obj-C	adobe suite	interface maker
raspberry Pi	solidworks	nodeJS	swift	video and effects	kinect
RFduino	catia	;eerJS	unity3D	sketch	leap Motion
unity3D	inventors	webRTC		abstract	HTC Vive
python	fusion 360	angularJS		lingo	brain computer interface
	keyshot			zeplin	tobii
	vray				augmented reality