

Raphael 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) / SVC release 1st June 2022 <ul style="list-style-type: none">■ Senior Voice Experience Technologist Prototyping around the Sonos voice experience Specification of Sonos Voice Control user experience	Paris, FRANCE
2018	1 year 8 months	Snips <ul style="list-style-type: none">■ 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.	Paris, FRANCE
2017	7 months	Dailymotion <ul style="list-style-type: none">■ 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	Paris, FRANCE
2017	4 months	NIJI Lab <ul style="list-style-type: none">■ Creative Technologist IoT, VR, IA, Bot, Prototyping. R&D Lead for new interactions	Issy, FRANCE
2015	1 year 10 months	Joshfire <ul style="list-style-type: none">■ 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)	Paris, FRANCE
2014	9 months	SAP Lab <ul style="list-style-type: none">■ 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)	Palo Alto, USA
2013	6 months	Saatchi & Saatchi + Duke <ul style="list-style-type: none">■ Creative Technologist Toyota, ClubMed, La Halle, VISA Premier, Veuve Clicquot, Or expresso, Piaget. Prototypes were made for each of the clients	Paris, FRANCE
2012		SIGCHI 2012 / LAVAL VIRTUAL 2012 <ul style="list-style-type: none">■ SPrAyCE publications on Intel & Vice CreativeProjects / PFSK	Austin, USA Laval, FRANCE
2011	6 months	M.I.T Media Lab Fluid Interface Group Internship <ul style="list-style-type: none">■ Creation of SPrAyCE (Space Spray). a spray-based device allowing to draw in mid-air	Cambridge, USA
		LAVAL VIRTUAL 2011 <ul style="list-style-type: none">■ Developement of Kinectoon (innovative Kinect game)■ Awarded	Laval, FRANCE
2010	6 months	JRL-AIST Internship <ul style="list-style-type: none">■ 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"	Tsukuba, JAPAN
2009		European Robotic Cup <ul style="list-style-type: none">■ Mechanical conception■ Best rank since participation of our school	Villaroche, FRANCE

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 very basic understanding

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

arduino
raspberry Pi
RFduino
unity3D
python

3D mod/render

3DS MAX
solidworks
catia
inventors
fusion 360
keyshot
vray

webdev

HTML/CSS/JS
nodeJS
;eerJS
webRTC
angularJS

mobile dev

Xcode/Obj-C
swift
unity3D

graphical

adobe suite
video and effects
sketch
abstract
lingo
zeplin

immersion

interface maker
kinect
leap Motion
HTC Vive
brain computer interface
tobii
augmented reality