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.
+ Designed safety-critical flows so machines can't start by accident and can always be stopped: hold-to-engage, swipe-to-park, lost-connection recovery.

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.
+ 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) — Mar 2020 – Jan 2021
Visual Designer (Contract) — 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

Product & UI Design
Visual Design
Design Systems
Art Direction
Spatial Design (AR/VR)
3D Modeling
Motion Design

Tools

Figma
Photoshop
Illustrator
After Effects
Cinema 4D
Claude Code

Languages

English
Korean