

DAIN M.

BLODORN KIM

CV /

PUBLIC: [HTTPS://DAIN.KIM](https://DAIN.KIM)

PRIVATE: [HTTP://WORK.DAIN.KIM/HELLO](http://WORK.DAIN.KIM/HELLO)

DAIN@DB13.US

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PROFESSIONAL EXPERIENCE:

Freelance | 2000 - Present

Designer / Developer / Creative Consultant

I maintain a freelance visual design, web development, fine art and creative consulting practice. I enjoy being flexible with my skillset embarking on both the technical and experiential end of product development. I also love to work with clients and individuals that are open to developing projects that allow for unconventional approaches - technical, visual and/or conceptual. This allows me to push my thinking & expand my technical vocabulary, raising the quality of my work and my ability to effectively collaborate with other creatives from a wide variety of backgrounds. When I'm not collaborating I have plenty of personal projects going to dip into.

14-Forty, Los Angeles | August 2009 - June 2017

Designer / Developer

14-Forty is a boutique full-service advertising, marketing and graphic design agency. While there I fulfilled a number of roles from Full Stack Web development, User Experience Design, to motion graphics, and general visual design. I saw a large variety of projects through from start to finish and was responsible for nearly all aspects of digital product development within the company. Being responsible for all these disparate components allowed me a unique experience in bridging the gap between static designs and the myriad of design concerns that arise with dynamic content and unknown user expectations. 14-Forty has created a multitude of award winning projects and unique marketing strategies for clients that include Canon, Technicolor, Panavision, along with clients in the hospitality and non-profit sectors.

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PROFESSIONAL EXPERIENCE (CONT.):

SBE Entertainment Group, Los Angeles | July 2007 – December 2008
Visual Designer

SBE is a veritable juggernaut in the high end hospitality sector. As a Visual Designer, I collaborated with both the in-house art director and with outside branding agencies to develop, design, and produce extensive branding systems and marketing materials across multiple properties. These properties include the SLS hotels, Katsuya by Starck, The Bazaar by José Andrés, XIV by Michael Mina, and more businesses in the luxury hospitality, restaurant and nightclub sectors. The sheer volume of quality work that we completed in a very short time provided an unforgettably unique adventure in hospitality design.

MOVE Design, San Francisco | January 1999 – December 2001
Web Designer

MOVE Design was a digital agency specializing in web, interactive and branding design. During my time there, I created interface design proposals for Adobe Software, and worked with Stanford University's interactive technology department on concepting an early social networking application geared towards the university community. I also worked on special projects, such as the visuals and promotional materials for the *010101: Art in Technological Times* opening event at the San Francisco MOMA. I was fortunate to be able to collaborate with the studio principles, who were both IDEO alumni. We maintained a uniquely visionary approach towards interactive design during the dot-com boom thanks to clients that gave us room to push and explore this blossoming new medium. Our work was recognized in various publications including the 2002 Communication Arts Interactive Design Annual.

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EDUCATION:

Art Center College of Design, Pasadena CA | 2004 - 2006
BFA with Distinction, Fine Art Media

California College of the Arts, San Francisco Bay Area | 1996 - 2000
Studied Graphic Design, Fine Art, and New Media Design

SKILLS:

Javascript, Node.js, SASS, PHP, Server Configuration... modern development.

Adobe Creative Suite / Sketch / prototyping platforms and best practices.

Contemporary digital design concepts & work-flows + the necessary tools / programming languages to facilitate them.

A passion for continuous learning coupled with the discipline to direct that ethos towards project specific requirements.

Current points of interest include finding solutions to the more cumbersome aspects of the design to development process. Developing strategies to shorten the leap between concepting and coding. Reading papers on human interface design. Studying application deployment strategies and how they can inform the design process.

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SELECTED PRESS / PUBLICATIONS:

119 15x19 Paintings: ONO Press ~ 2016
Resurrection: Common Space Studio ~ 2007
Beautiful Decay Magazine ~ 2007
Communication Arts Interactive Design Annual ~ September/October 2002
Moving Type: Designing for Time and Space ~ 2000

SELECTED EXHIBITIONS:

ONO Press - Los Angeles, CA ~ 119 15x19 Paintings - Solo Show, 2015
Tif Sigfrids Gallery - Los Angeles, CA -Group Show, 2015
Trudi Gallery - Los Angeles, CA ~ 2 Person show with Brian Kennon, 2013
Rental gallery - NY, NY ~ No Jerks -Group Show, 2007
Jack Hanley gallery - Los Angeles, CA ~ Paper Bombs -Group Show, 2007
Trudi Gallery - Los Angeles, CA ~ Earth Abides - Solo Show, 2006
La Pasada por Los Angeles - Den Hague, Netherlands - Group Show, 2005

INTERESTS:

Painting "abstractions", Coding abstractions, Skateboarding in the street,
Urban mapping via photography, Exploring food markets, Reading GitHub,
Mining for visual currency, Learning about history through art, Cooking.
Programming sound synthesizers - recording the results - putting it in the
car stereo, & driving through Los Angeles. (-;