

# SOOJUNG HAM

Summary	Experienced industrial designer and educator with comprehensive knowledge of numerous technologies and consumer markets: soft goods, luxury goods, desktop accessories, consumer electronics, grooming products, UX/UI.
Expertise	<ul style="list-style-type: none"><li>- User needs, Market research &amp; strategies, Commercialization, Innovative concept development, Creative problem solving, Project management and team leadership, Storytelling.</li><li>- Strong ability to develop concepts from 2D sketches to 3D computer modeling</li><li>- Computer skills: Alias, SolidWorks, SensAble FreeForm, Rhino and Grasshopper, Cinema 4D, Adobe CS, Flash, XD, Figma, Maxwell Render, Keyshot, HTML, Arduino</li></ul>
Education	<p>1989 - 1992 Rhode Island School of Design - Providence, RI Bachelor of Fine Arts in Industrial Design</p> <p>1985 - 1989 Ewha Women's University - Seoul, Korea Bachelor of Fine Arts in Painting</p>
Awards/Juror	<p>2016 K-Design Award Jury 2015-16 IDEA Jury 2010 - Won IDSA Award, Design of the Decade : Gillette Venus 2002 - Won Bronze Award, IDEA : Cross Matrix Multi-functional Pen 1992 - IDSA student Merit Award - Industrial Design</p>
Professional experiences and activities	<p>Sept 2018 - present RHODE ISLAND SCHOOL OF DESIGN - Providence, RI Associate Professor</p> <ul style="list-style-type: none"><li>- Teaching Spirit of Product Design and Designing for Users and Responsive Environments.</li></ul> <p>November 2018 - present Research Collaboration with Geoff Capraro, MD, MPH, Hasbro ED and NxTech Inc.</p> <ul style="list-style-type: none"><li>- Building social initiatives and developing UX/UI business platform and design strategy.</li><li>- Developing prototypes for a biometric wearable device.</li></ul> <p>Jan 2017 - Present Personal Research Project</p> <ul style="list-style-type: none"><li>- Preparing to build a full scale prototype and to experiment with user sensory experiences.</li><li>- Investigated IoT technology with physical computings and built a kinetic model to test concept.</li><li>- July 2017 - June 2018: Took a sabbatical leave.</li><li>- Jan 2017 - June 2017: Took a leave of absence.</li></ul> <p>May 2018 Participated in the Soft Office cluster at the Smart Geometry Bi-annual workshop: Machine Minds at the University of Toronto, Canada</p> <p>March 2017 Taught a 4-week design workshop in the Architecture department at the China Academy of Art (CAA), in Hangzhou, China.</p> <p>Oct 2017 - Dec 2017 Taught a special elective course in the Industrial Design department at the Korea Advanced Institute of Science and Technology (KAIST), in Daejeon, Korea</p>

Professional  
experiences  
and activities

March 2016 - May 2019

Independent academic research projects - Providence, RI

- 2018: Collaborating with Dr. Geoff Capraro and Dr. Leo Kobayashi at Brown Emergency Medicine to improve users' experience when engaging with hardware needed for video acquisition for vital signs.

- 2016: Collaborated with Dr. Geoff Capraro, an emergency medicine physician at Hasbro Children's Hospital/ Brown Emergency Medicine to design a product and a system to provide easy access for bystander responders to the Naloxone medication to save lives from opioid overdose.

March 2014- present

STUDIO DUURI - Providence, RI

Founder / Director

- 2016: Managed a research project, Making Neutural Meaningful for Samsung electronics: megatrend research, concept development, focus group, visual elements, prototypes.

- 2014: Managed a research project, Wearable Concepts and UX Roadmap for Samsung Electronics: market research, concept development, focus group, wearable concepts, UX Scenarios.

July 2013 - June 2015

RHODE ISLAND SCHOOL OF DESIGN - Providence, RI

Department Head

June 2012 - Aug 2012

SHAVELOGIC - Dallas, Texas & Seoul, Korea

Design Consulting as a Sr. Design Strategist and a communication liaison.

- Advised for concept development and engineering application for mass production in Korea.
- Translated between Korean and English for manufacturing in Seoul and design & engineering in U.S.

July 2010 - June 2011

SAMSUNG ELECTRONICS - Seoul, Korea

Design Consulting as a Creative Director at Next Generation Group.

- Directed 3-4 R&D projects and developed communication toolkits for design methodology.
- Taught a product design class at Samsung Art & Design Institute.
- Has nine design patents.

July 2010 - June 2011

Took a sabbatical leave.

July 2009 - Dec 2016

RHODE ISLAND SCHOOL OF DESIGN - Providence, RI

Associate Professor

- Co-taught Entrepreneurship, Wearable Experiences, Future Scenarios, Basic CAD, Design Principles II, Next Generation Wearables, Business and ProductDesign.
- Taught Senior Studio, Next Manufacturing Paradigm, Designing with Polygonal Modeling, Design Communication Methods, Designing with Rhino, Introduction to ID, Spirit of Product Design, Next Generation Wearables.
- Took sabbatical leave during the 2010-11 academic year.
- Taught CAD for Concept Development, Design Principles II, Business for Product Design.

Professional  
experiences  
and activities

Sept 2004 - June 2009  
RHODE ISLAND SCHOOL OF DESIGN - Providence, RI  
Assistant Professor

- Taught Basic Studios: Design Principles I & II, Presentation I, Introduction to ID, Manufacturing Techniques, CAD, Advanced CAD.
- Taught Advanced Studios: Senior Studio, Spirit of Product Design, Sponsorship studio by INTEL.
- Managed a summer Sponsorship program by INTEL corp.: Mobile/Health/Entertainment/Technology

July - Aug 2008  
TELLART LLC - Providence, RI  
Design Consulting

- Researched and developed wearable concepts for FitLinxx Company.

Summer, 2005 - 2008  
GILLETTE Company - Boston, MA  
Design Consulting

- Designed the Art of Shaving Fusion Chrome Collection Power Razor.
- Designed Gillette razors and packages for Venus Disposables, Venus Vibrance, Venus Breeze.
- Won Men's Health Grooming Award 2008: the Art of Shaving Fusion Chrome Collection Power Razor.
- Helped the ID department recruitment processes for two designer positions.
- Has several design patents.

Dec 2002 - Aug 2004  
GILLETTE Company - Boston, MA  
Senior Designer

- Managed the development of designs in the wet shaving market:  
market research, concepts, 2D & 3D, ergonomics, manufacturing, and colors & materials.
- Managed the programs of both premium systems and disposable product categories.
- Has several design patents.

Sept 2001 - June 2002  
RHODE ISLAND SCHOOL OF DESIGN - Providence, RI  
Adjunct Professor

- Taught Basic Studios: Design Principles, Manufacturing Techniques, CAD
- Taught Advanced Studio - Collaboration w/MIT agelab: new product development for Aging groups.

Sept 2001 - March 2002  
A.T. CROSS Company - Lincoln, RI  
Design Consulting

- Developed new desktop accessory concepts.
- Developed new design concepts for future business plans.
- Helped the ID department recruitment process for a new designer position.

Professional  
experiences  
and activities

May 1995 - Sept 2001  
A.T. CROSS Company - Lincoln, RI  
Senior Designer

- Established company's strategic market plans and new brand images:
  - Built the consumer psychograph map and developed new product lines.
  - Developed innovative ideas in new lifestyle for extending market places.
- Managed development of design projects of writing instruments, timepieces, computing pens, desktop accessories and packages:
  - Collaborated with engineering and marketing to develop the best product focused on the target market.
- Maintained awareness of international trends as well as competitive products:
  - Attended color conferences, international trade show, market research, and focus group.
  - Introduced new materials and developed yearly palette in colors, patterns and finishes.
- Developed designs for growing OEM business:
  - Various companies for OEM including ; David Yurman, Coach, Tiffany, Seiko, IBM
- Has 1 utility patent and several design patents.

Sept 1992 - May 1995  
Samsonite / American Tourister Incorporated - Warren, RI  
Designer

- Completed design projects of softside and hardside luggage lines:
  - Managed all project interacting closely with engineering and marketing.
- Cut lead time in development by introducing more efficient sourcing process:
  - Developed yearly color palette, tapestry patterns and mechanisms in Far East.
  - Managed development in internal sample resources and factories located in Far East.
- Brought fresh ideas and new ways of effective product development:
  - Introduced new innovative ideas of packing and new life style of traveling.
- Has 2 utility patents.