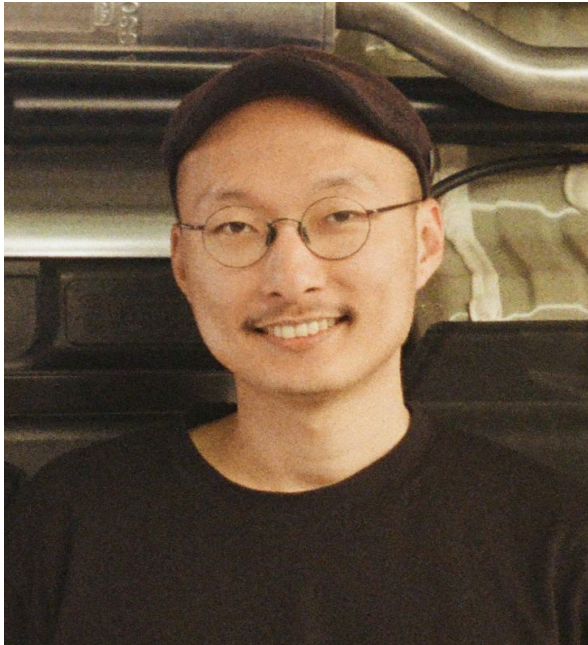




HANSOL KIM

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I love bringing innovative ideas to life. Whether I am working hands-on with 3D modeling, molding, sanding, and woodworking, or building digital interaction prototypes in Figma, I thrive on the creative process. I have applied this versatile skill set across multiple roles and companies.

If you need an adaptable, quick learner who is sharply focused on hitting project goals, I would love to connect.

Experience

Product & Interaction Designer

Studio Kimpan / Self-employed
Since Mar 2026

Product, interaction and visual design for international clients, from concept and visualisation to prototypes. Clients include Interactive Scape and Nopo1988 Restaurant in Stockholm.

Business Developer

HealthiBuddy / Part-Time
Nov 2025 - Mar 2026

Developed the EU market entry strategy and Proof of Concept (PoC) for a Korean AI-based digital healthcare service. I conducted comprehensive market research and designed the business structure for European operations and adaptation.

UX Designer

Interactive Scape GmbH / Full-Time
Nov 2022 - Jun 2025

Leveraged Scape X® Object Recognition on large-scale multitouch displays to develop interactive concepts, UX & UI designs for diverse applications, including brand experience spaces, museums, and trade exhibitions.

Furniture Designer

Team Virals / Full-Time
Jul 2021 - Dec 2021

Developed spatial concepts and custom furniture designs for brand environments. Managed the end-to-end process from preparing technical CAD production drawings to executing and overseeing on-site installations.

Education

Muthesius Kunsthochschule

MA Interface Design / BA Industrial Design

Sep 2016 - Oct 2022

Umeå Institute of Design

MA Transportation Design - Exchange Semester

Sep 2021 - Jun 2022

Kyungdong University

BA / Digital Design

Mar 2006 - Mar 2010

Skills

Adobe Creative Suite

Figma

Blender

Korean (C2) / German (C2) / English (C1) / Swedish (B2)