U.S. Citizen
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CEWON KIM

EXPERIENCE

Sphero · A robotics company making programmable robots and learning apps for learners and educators

Sr. Product Designer 04/2022 – Present

- Partner with Engineering, Product Management and Marketing to define problems and solve them across the full product ecosystem.
- Design and deliver end-to-end experiences across web and mobile that balance user needs, business goals and technical constraints.

Sr. UI Designer 04/2019 – 04/2022

- Partnered closely with developers in a cross-functional team to ensure shipped products matched the design vision.
- Delivered mockups, prototypes, visual assets and implementation specs for native iOS/Android and Unity builds.

UI Artist 06/2015 – 04/2019

- Created pixel-perfect UI art assets and motion graphics for Sphero's mobile apps.

PROJECTS

Sphero Blueprint Robotics, Robot UI / Blueprint Studio Web App, Lead UX/UI Designer 09/2025 – 06/2026

A modular, classroom-ready robotics and engineering platform for middle and high school students

- Designed a clear, intuitive interface for the Blueprint Swerve Drive Unit and its controller screen in partnership with the firmware team.
- Defined the design system, iconography and prototypes for Blueprint Studio, a web-based programming environment for the Swerve Drive Unit.

Sphero EDU Web App, Lead UX/UI Designer 09/2024 – 06/2025

The web version of Sphero EDU, Sphero's flagship learning app

- Built the web app's design system and interactive prototypes.
- Designed a clearer, more intuitive experience that still felt familiar to existing users.

Sphero Central, Lead UX/UI Designer 09/2024 – 06/2025

A one-stop destination for Sphero Edu app access, lessons, educator resources and more

- Defined the user flows, built the design system and interactive prototypes, and partnered with front-end engineers to ship it as designed.
- Designed an experience that helps educators quickly find resources for the robots they own.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA — Master of Entertainment Technology — 09/2013 – 05/2015

Ewha Womans University, Seoul, Korea — Bachelor of Fine Arts, Industrial Design; Minor in Computer Science & Engineering — 03/2006 – 02/2010

SKILLS

Skills Product Design, Interaction Design, UI Design, Visual Design, Industrial Design, Design Systems, Prototyping, Motion Graphics, Art Direction

Tools Figma, Claude Design, Photoshop, Illustrator, After Effects, Unity
Rhinoceros, Blender, KeyShot, Autodesk Maya, Autodesk Fusion 360

Language Fluent in English and Korean