

# JESS PAIK

Los Angeles, California

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## EDUCATION

### MASTER IN EDUCATION (M. Ed)

Harvard Graduate School of Education ☎️ 2016

### BACHELOR OF FINE ARTS (B.F.A.)

Rhode Island School of Design ☎️ 2013

## AWARDS

### BILL AND MELINDA GATES FOUNDATION

Gates Millennium Scholar ☎️ 2009 - present

### FULBRIGHT SCHOLAR RESEARCH GRANT

Research Scholar in South Korea ☎️ 2013 - 2014

## SKILLS

**RESEARCH** Formative evaluation in education technology, qualitative research for design products

**DESIGN AND MEDIA** Adobe Photoshop, Illustrator, InDesign, After Effects, Premium, and Sketch

**TECHNICAL PROFICIENCY** Mac OS, Windows, Ms Office Suite

**LANGUAGE** Fluent in Korean

## PROFESSIONAL EXPERIENCE

### ADJUNCT PROFESSOR FOR DIGITAL TOOLS COURSE

Biola University, Arts Department, La Mirada, CA ☎️ Fall 2018, Summer 2018

- Taught graphic, digital, and interface designs using Adobe Photoshop, InDesign, Sketch, Scratch.MIT, and Makey Makey to undergraduate students.
- Created my unique syllabus, which was divided into four main categories: Human-Centered and User Experience Design for mobile apps, Creating Content and Stories for animation, and Creative Coding.
- Focused my teaching methods on group activities, projects, and challenges to foster teamwork and identity.

### FOUNDER AND CREATIVE

Once Upon a Time, Orange County, California ☎️ 2017 - Present

- Started a non-profit publishing organization that aims to diversify children's and illustrative storybooks.
- Established a small team of illustrators and editors, and currently directing our first launch story.

### CATALYST

teamLab, El Paso, Texas and Tokyo, Japan ☎️ 2016 - 2018

- Successfully managed and launched digital interactive experiences and products for technology and design company, teamLab and teamLab Kids.
- Collaborated and communicated with in-house and external teams to design product space, train clients on technical operations of our digital products, oversee the visual marketing of brand, guide clients towards following brand's quality standards, and develop products according to consumer observation and feedback.
- Worked cross functionally with engineers from Japan to fix any bugs in the interactive or digital technology.
- Planned and executed domestic and global scale project schedules and plans for team to follow.

### GRAPHIC AND VISUAL DESIGNER

Freelancer, Remote, ☎️ 2015 - Present

- Create visuals, graphics, and products digitally or with other media.
- Passionate about qualitative research that informs designs for enhanced use, experience, and interaction.

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## COURSEWORK AND RESEARCH

### HARVARD GRADUATE SCHOOL OF EDUCATION

**Cambridge, MA**  **2015 - 2016**

- Informal Learning (Technology in Education department)
- Growing up in a Media World (Technology in Education department)
- Arts in Education: Learning in and Through the Arts (Arts in Education department)
- Designing for Learning by Creating (Technology in Education department)
- The Arts in Education: Research, Policy, Advocacy, Activism, and Practice (Arts in Education department)
- Introduction to Education Research
- Formative Evaluation for Education Product Development
- Psychology of Adult Development (audit)
- STEAM program initiation (Independent Study)

### MASSACHUSETTS INSTITUTE OF TECHNOLOGY

**Cambridge, MA**  **2016**

- Design Across Scale and Disciplines (MAS.330J)