

# JESS PAIK

Los Angeles, California and Cambridge, Massachusetts  
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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 ARTIST RESEARCH GRANT  
Research Scholar in South Korea, 2013 - 2014

## SKILLS

DESIGN Adobe Photoshop, Illustrator, InDesign, InCopy, After Effects, Figma, Sketch, Keynote

TECHNICAL PROFICIENCY Mac OS, Windows, Ms Office Suite

LANGUAGE Fluent in Korean

## PROFESSIONAL EXPERIENCE

### GRAPHIC DESIGNER

Stanford Blood Center, Palo Alto, CA 2019 - Present

- Lead graphic design projects to conceptualize, create, and execute visual communication for multiple projects across a variety of media.
- Develop and oversee complex graphic design projects from concept to completion for digital and print formats.
- Develop and present creative concepts and design direction to leadership. Manage Stanford Blood Center visual identity and ensure cohesion between visual style and messaging with oversight from MarCom leadership.

### ASSISTANT PROFESSOR FOR DESIGN AND PROGRAM DIRECTOR OF UX DESIGN MASTER'S PROGRAM

Azusa Pacific University, Design Department, Azusa, CA 2019 - Present

- Building and pioneering the UX Design Master degree program's identity and vision for APU.
- Innovating new courses, syllabi, and internships programs, while also hiring and managing new instructors into the program for teaching and professional networking opportunities.
- Currently teaching Digital Design for undergraduate prerequisite course. This course focuses on web and user experience design, so that students understand the design process in digital media and technology.

### DESIGN CATALYST

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

- Successfully planned and launched digital interactive experiences and products for technology and design company, teamLab and teamLab Kids.
- Collaborated with and directed different departments and designers to produce unique space and experience; trained clients on technical operations of our digital products; oversaw and edited visual marketing of brand; led clients towards following brand's quality standards; and developed products according to research.

### FOUNDER AND DIRECTOR

Once Upon a Time, Placentia, CA 2017 - Present

- Establishing a storybook publishing company that aims to collect stories from our community or individuals, and produce them into personalized illustrated storybooks.
- Currently working on first launch book about Kim Sun Ok with illustrator and editors.

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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)