

MIKA MUNCH

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EXPERIENCE

Associate Designer - Engage Ventures, February 2018 - Present

- Serves as the on-hand designer/UX consultant for the 24 Engage portfolio companies
- In charge of branding strategy and workshops for maximum value creation
- Creates Engage workshop/marketing collateral, facing top VC's, and Fortune 500 executives

CoFounder, Creative Director - TopTime Coffee Co., April 2017 - Present

- Completed Georgia Tech Create-X's Startup program and received \$20,000 in funding
- Responsible for entire brand strategy, customer experience and creative concepts
- Launched and manages TopTime Coffee cart in MRDC building on campus

UI/UX and Media Intern - SandboxATL, Feb 2017 - Jan 2018

- Designed and executed 3 rounds of The Book, TechSquareATL's 60 page publication
- Responsible for UX design flows for our event landing pages
- Created digital content packages and asset design for all events
- Served as fill-in Editor-in-Chief, in charge of content team

Programming Research Assistant - 3D Visualization Lab, UNSW Sydney - Fall 2016

- Implemented multiplayer networking capabilities for Oculus Rift
- Developed Unity virtual reality model of a human stroke
- Project submitted to SIGGRAPH

Undergraduate Research Assistant - Polo Chau's Data Vis Lab, Georgia Tech - Spring 2015

- Responsible for ideation process of redesign of Google Play's interface
- In charge of designing a data-vis system for organizing the million apps in the store
- Implemented force-directed graph prototypes with D3.js

Software Engineering Intern - Tivix Inc. - Summer 2015 and 2014

- Completed software engineer training for Django Framework and AngularJS
- Developed internal platform for communication with Django/Angular
- Responsible for project management and wireframes for client, Apple

LEADERSHIP

Interactive Products Lab - Mentor - 2018

- Hold office hours to teach undergraduate students Interactive Prototyping, Arduino, and Processing
- Involved in multiple lab projects for conferences including the Zen Light Garden and Light Orchard

Girls Who Code - Mentor - 2017

- Taught girls ages 9 - 16 computer science and programming
- Created lesson plans and teaching materials in web development

Design For America Exec Board - Director of Marketing and Recruitment - 2016

- Responsible for club marketing and branding
- Served as club's go-to UI and design person

EDUCATION

Masters Candidate in Industrial Design, Georgia Institute of Technology - 2018-2020

B.S. in Computer Science, Georgia Institute of Technology - December 2017

Focus in Media and People (Human-Computer Interaction), **Minor** in Industrial Design

Study Abroad: UNSW Computer Science and Design, Sydney, Australia - February 2016 - December 2016.

Relevant Classes: Service Design Brand and Value Creation, Interactive Products and Prototyping, User Interface Design, Design Methods, Human Factors Design, Audio Design, InfoVis, Educational Technology, Research Methods

SKILLS

Photoshop

Illustrator

InDesign

Sketch

Framer

Agile PM

D3.js

Processing

Java

Python

Javascript

C

Arduino

AngularJS

Django

WebDev

OpenGL

Unity

Prototyping

Screen Printing

Illustration