

Stephen Kim

Design Director // Product, UX, and Industrial Design

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Award-winning industrial designer, architect, and design leader. Twenty years building products and teams across hospitality, medical, consumer health, consumer electronics, transportation, and retail. I lead multi-disciplinary teams from research through production, and I work best on the problems nobody has defined yet.

Clients include The Dorchester Collection, Air New Zealand, Medtronic, Clark Realty, Stanford Hospital, Philips, Johnson & Johnson, Eli Lilly, Dell Medical School, and Samsung, plus a long list of Silicon Valley startups.

RECOGNITION 10+ patents, primary inventor on 2 · Two Red Dot Awards · IDEA Gold, Silver, and Bronze

EXPERIENCE

Logic and Lore

2014 – Current

Principal

Design and strategy consultancy for startups through Fortune 500s, focused on health care, wellness, and the built environment. Engaged as design lead, design director, or embedded team member depending on what the client needs.

- Roam Robotics: led industrial design for a soft-goods powered exoskeleton, resolving the fit, comfort, and donning problems that decide whether a wearable robot gets worn at all.
- Eyenetra: sole industrial design lead for a portable optometry suite, taking a lab prototype to a clinic-ready kit for use in the field.
- Nurep / Avail Medsystems: designed the telepresence hardware and interaction model that put remote clinical experts into the operating room.
- Willow, Cuvée Lighting, and Clark Realty: at-home diagnostics, connected lighting, and accessible veterans housing, from concept through production intent.
- Work spans hotel service systems, consumer health hardware, and telemedicine, typically starting before the brief exists.

GraphWear Technologies

2021 – 2023

UX Design Lead

Directed industrial design, interaction design, and human factors for a needle-free continuous glucose monitor, owning both the wearable hardware and the app experience.

- Set the product's form language and wear system, balancing adhesion, skin comfort, and sensor contact against 24/7 use.
- Defined the app experience around what people with diabetes actually do with a reading, not what the sensor can report.
- Built and ran the human factors program, translating findings into hardware and interface decisions engineering could act on.
- Partnered daily with electrical, mechanical, and data science teams through concepting, prototyping, and design for manufacture.

Triple Ring Technologies

2018 – 2020

UX Design Lead

Led industrial, interaction, and service design for med tech and consumer health clients inside an engineering-first R&D firm.

- Ran client programs end to end: human factors research, early concepting, design for production.
- Collaborated daily with clinicians, PhD field experts, regulatory specialists, and engineers to hold clinical rigor and user experience in the same design.
- Built the design case inside technical teams, making human factors a design input rather than a compliance step at the end.

SOSV / Leap Motion

2013 – 2014

Program Director

Built and led the first class of a gesture-control product design accelerator.

- Coached 10 engineering-focused teams in human-centered design, turning raw technology into propositions investors could understand.
- Designed the program itself: curriculum, mentor network, review cadence, and demo day.
- 8 of 10 teams secured follow-on funding.

IDEO

2005 – 2013

Principal Industrial Designer & Project Leader

Led multi-disciplinary teams from research to implementation on award-winning design and strategy programs across five studios: Palo Alto, Shanghai, Munich, Austin, and Tokyo.

- Directed work spanning organizational change, new product development, and design for manufacturing for clients including Medtronic, Philips, Johnson & Johnson, Eli Lilly, Samsung, and Air New Zealand.
- Air New Zealand: contributed to the long-haul cabin program that reset economy-class expectations across the industry.
- Spent two years in China guiding Western medical companies through redesign and repositioning for a new market and culture.
- Surfaced hidden clinician and consumer needs for hardware manufacturers through iterative prototyping and direct feedback.
- Mentored designers across studios and disciplines, several of whom now lead design teams of their own.

SKILLS

Leadership	Design strategy · Team leadership · Design research · Project management · Human factors · Concept ideation
Craft	Rhino · SolidWorks · Keyshot · Figma · Photoshop · Illustrator · InDesign · Rough and refined prototyping

EDUCATION

Cranbrook Academy of Art MFA, 3D Design	University of California, Berkeley BA, Architecture
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