

Daeop Kim

21861 Alcazar Ave, Cupertino, CA • 408-816-0845 • daeeop.kim@gmail.com [linkedin.com/in/daeeopkim](https://www.linkedin.com/in/daeeopkim) • **US Permanent Residence**

- **Core Competencies:** User Experience (UX) Research, New Innovative Product Development, Product Management, Artificial Intelligence, Team Management, Go-to-Market Strategy
- **Technical Proficiencies:** Design Thinking, UX Research Methods, Data Analysis, MVP Development, Strategic Design, Cross-functional Collaboration, Executive Presentation, Scenario Planning
- **Leadership & Management:** C-level Communication, Operational Planning, Quality Control, Budgeting, Streamlining Communication across teams (R&D, Design, Marketing)

Experience

Principal Product Manager, Mobile Experience, Samsung | Seoul, Korea | 05/2024 – Present

• Defined the product vision and strategy for AI Glasses (Android XR device), successfully delivering MVPs within a year while ensuring alignment with user experience planning. Currently leading the manufacturing process for a targeted delivery in Q1 2026 and overseeing C-level presentations and productization to ensure successful rollouts. [Project Unlocked](#)

Principal Product Manager, Think Tank Team, Samsung Research America | Mountain View, CA, US | 04/2019 - 04/2024

- **As team manager:** Managed overall team operations of 150+, including project budgets and scheduling, saving 5% of the annual budget while maintaining an 80%+ project success deliver rate for four years.
- **As product manager:** Led projects of 45+ in developing new AI-centric devices, robots, and new devices for 4 years. **Conducted user research to define product goal and run UX research for enhancing features.** Projects introduced at CES [Keynote 2020 \(concept video\)](#) and they were promoted by media including 6M+ views of Youtube, achieved 15% higher viral of company.
- Played a key role in developing the concepts of products from scratch to go-to-market (GTM) strategy, and usability tests, which led to a 12% acceptance rate (usually <5% per year) of project proposals by biz division.

*Working started in US branch from November 2019.

Principal Product Manager, StarLabs, Samsung | Mountain View, CA, US | 06/2021 - 09/2023

- Managed product strategy for an AI-based SaaS platform focused on [artificial human](#) visual models, contributing to GTM, core user journey, user test, and product definition. The project successfully passed business tests for clients ([Chevron](#), Deloitte, etc.) with biz dev teams. Introduced at [NRF 2024](#), and [Fox News](#).
- **Held dual roles, managing product management for [Think Tank Team] while concurrently leading team manager for [StarLabs] to meet organizational goals.

Senior Product Manager, Samsung Electronics | Suwon, Korea | 03/2013 - 11/2019

- Managed product design strategy and development for the globally sold Galaxy A8s, contributing to a 4%+ growth in mid/low range models in 2019.
- Led company design strategy of advanced VR and AR devices. Responsible for new concepts prototypes using eye tracking and hand gesture recognition, and C-level communication.

Researcher, Human Centered Interaction Design Lab, KAIST | Daejeon, Korea | 07/2006 - 02/2007

- Led UX research and developed product concepts for top companies: BlackBerry (Korean input system), Samsung (mobile features), LG (button-less wide-screen phone), Audi (LCD dashboard), etc.
- Pioneered innovative research methods, including camera-based user activity observation and self-journaling probe packages.

Education

Ph.D., Industrial Design | Korea Advanced Institute of Science and Technology (KAIST) | 02/2018

M.S., Industrial Design | Korea Advance Institute of Science and Technology (KAIST) | 09/2006

B.A., Digital Media Design | Hongik University, Korea | 09/2004

Awards & Recognition

- [Spark Design Award](#) | For innovative upcycling product concepts of Samsung [Afterlife](#). | 2022
- Best Paper Award | Recognized for web2.0-based collaboration in Human-Computer Interaction. | 2009