

DAIN M. BLODORN KIM

DESIGN ENGINEER / SENIOR PRODUCT ENGINEER

LOS ANGELES, CA · DAIN.KIM · GITHUB · LINKEDIN · DAIN@DB13.US

PROFILE:

Design engineer and senior product engineer with deep visual and interaction design experience, building polished AI-native and consumer products across web and React Native. Works directly in code from early prototypes and component systems through complex interaction states, APIs, performance, observability, and production reliability. Turns ambiguous technical systems into clear, expressive experiences for creators and developers.

EXPERIENCE:

ZORA — PRODUCT ENGINEER

SENIOR SOFTWARE ENGINEER · JAN 2026–AUG 2026

SOFTWARE ENGINEER (IC4) · JUL 2021–DEC 2025

Creator-focused social platform for publishing and trading onchain media, reaching 2M+ monthly active users and nearly 18K daily posting accounts.

- Designed and shipped creator-facing experiences across web and React Native, including profiles, Canvas, text and carousel posts, and end-to-end publishing flows, often resolving product and interaction details directly in code.
- Built Zora profiles and an onchain theming system that let creators customize typography, color, imagery, and interface treatments; the portable identity model was subsequently adopted by third-party products.
- Scaffolded Zora's React Native application and built its Storybook-documented component system on Tamagui, creating a reusable UI foundation for rapid mobile development.
- Shipped AI-assisted creator tooling across web and mobile, integrating model-powered creation into an established publishing workflow.
- Led 19 projects spanning creator tools, profiles, content, mobile foundations, performance, and reliability—from early NFT auction tools through a cross-platform social application.
- Built a reputation for unusually fast, high-quality execution, using pragmatic product, design, and technical judgment to unblock releases while maintaining interaction polish and production reliability through CI validation, observability, feature flags, and staged rollouts.

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INDEPENDENT DIGITAL DESIGNER & DEVELOPER

JUL 2017–JUL 2021

- Led visual and interaction design for launches, portfolios, archives, commerce, and experimental tools, taking projects from concept through prototyping and production.
- Partnered directly with clients across entertainment and culture, including management teams for Future Islands, Flume, and Karen O; EPOCH Films; Fred & Farid; and contemporary artists and galleries.
- Selected work included the interactive Sanzo Wada Dictionary of Color Combinations and the Where the Sun Sets Blue narrative experience. **SEE MORE**

SELECTED GENERATIVE-AI PROTOTYPE

ARENATRAINER – DESIGNER & PRODUCT ENGINEER

JUN 2026 · PREVIEW · SOURCE

- Designed and built a creative-AI prototype that turns Are.na channels into training datasets, trains custom FLUX LoRAs through fal.ai, and supports image generation and curation.
- Designed progress and cancellation states for long-running jobs; implemented tRPC/React Query APIs, queue orchestration, MongoDB persistence, artifact storage, and secure image ingestion.

SELECTED SKILLS:

- **Product engineering:** TypeScript, React, React Native, Next.js, GraphQL/Relay, Expo, HTML/CSS
- **Design engineering:** Design systems, interaction and motion, prototyping, cross-platform UI, accessibility, Figma/Sketch
- **AI product development:** Model-backed creative tools, image generation, FLUX/LoRA, fal.ai
- **AI-native engineering:** Model selection and provider routing with OpenRouter; deployment and operation of a cloud-hosted Hermes Agent for persistent project workflows; MCP integrations, Claude Code, and Codex
- **Production:** Datadog, Sentry, PostHog; performance, incident response, experimentation, feature flags, and staged rollouts

EDUCATION:

ArtCenter College of Design: Pasadena, CA · 2004–2006

BFA with Distinction, Fine Art Media

California College of the Arts: San Francisco Bay Area · 1996–2000

Studied Graphic Design, Fine Art, and New Media Design