

DAIN M. BLODORN KIM

FULLSTACK PRODUCT ENGINEER

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

PROFILE:

Product engineer with deep visual and interaction design expertise, building consumer and generative-AI products across web and React Native. Turns ambiguous concepts and emerging technology into polished production experiences, creates systems other engineers build on, and carries high-stakes launches through reliable operation.

EXPERIENCE:

ZORA — PRODUCT ENGINEER

SENIOR SOFTWARE ENGINEER • JAN 2026-AUG 2026 — PROMOTED FROM SWE IC4 • JUL 2021-DEC 2025

- Shipped across every phase of Zora's product. From early NFT auction tools to a cross-platform social app. Lead 19 projects across creator tools, profiles, content, mobile foundations, performance, and reliability.
- Built Zora profiles and implemented an onchain theming system that let creators customize typography, color, imagery, and interface treatments; the portable identity model was later surfaced by third-party products.
- Scaffolded Zora's React Native app and built its Storybook documented component system on Tamagui, giving the team a focused, reusable UI foundation for a rapid mobile rollout.
- Served as a primary implementing engineer for Zora's largest launches, including WOW, Creator Coin, and Livestreaming features. Shipping real-time media, chat and moderation, trading, activation, discovery, and responsive interaction across web and mobile.
- Shipped AI-assisted creator tooling inside Zora's create flow across web and mobile, integrating model-powered creation into an established publishing experience.
- Owned creator-facing experiences including Canvas, text and carousel posts, and the end-to-end create flow, often partnering directly with design or independently resolving interaction and product details.
- Improved product speed and resilience through query caching and preloading, end-to-end Checkly monitoring, CI validation, and production alerting for critical user journeys.

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INDEPENDENT DESIGNER & DEVELOPER

2000-2021

- Designed and built custom digital experiences for artists, musicians, contemporary art galleries, creative studios, and film companies, spanning interactive launches, portfolios, archives, commerce, and experimental tools.
- Combined visual design, interaction design, and engineering for collaborators including Future Islands, Flume, Karen O, EPOCH Films, Fred & Farid, and contemporary artists and galleries.
- Selected work includes an interactive edition of Sanzo Wada's Dictionary of Color Combinations and the Where the Sun Sets Blue narrative experience.

SELECTED GENERATIVE-AI PROJECT

ARENATRAINER – DESIGNER & PRODUCT ENGINEER

2026 · APPLICATION · SOURCE

- Designed and built an end-to-end application that converts Are.na channels into image datasets, trains custom FLUX LoRA models through FAL, and lets users generate and curate outputs with the resulting adapters.
- Built the surrounding production system: tRPC and React Query APIs, queue progress and cancellation, MongoDB persistence, durable S3-compatible artifact storage, SIWE authentication, and SSRF-protected image ingestion.

SELECTED CAPABILITIES:

- **Product engineering:** TypeScript, React, React Native, Next.js, GraphQL / Relay, Expo
- **Design engineering:** Design systems, interaction and motion, prototyping, cross-platform UI
- **AI product development:** Model-backed creative tools, image generation, FLUX / LoRA, FAL
- **AI-augmented delivery:** Claude Code, Codex, Hermes agents, and MCP-connected production workflows
- **Production:** Datadog, Sentry, PostHog; performance, incident response, experimentation, feature flags, and staged rollouts

EDUCATION:

Art Center 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