

RESEARCH INTERESTS

Human-Computer Interaction, Human-AI collaboration, Data Visualization, UX

EDUCATION

- Cornell University**, Ithaca, NY, United States 09/2021 - present
Ph.D. Student in Information Science
Advisor: Jeff Rzeszutarski
- Korea Advanced Institute of Science and Technology (KAIST)**, Deajeon, Korea 08/2018 - 02/2021
M.S. in Industrial Design (Specialization: Human-Computer Interaction)
Advisor: Andrea Bianchi
- University of Wisconsin-Madison**, Madison, WI, United States 01/2020 - 05/2020
Exchange Program in Data Science & Human-Computer Interaction
- Hongik University**, Seoul, Korea 03/2013 - 08/2018
B.F.A. in Visual Communication Design (Specialization: UX Research)

PUBLICATIONS

Conference

The titles of papers currently under review are edited to maintain anonymity in peer review.

Human-AI collaboration in qualitative UX research practice

Daye Kang, and Jeff Rzeszutarski. 2023. (CHI' 23). (In submission).

ToonNote: Improving Communication in Computational Notebooks Using Interactive Data Comics

Daye Kang, Tony Ho, Nicolai Marquardt, Bilge Mutlu, and Andrea Bianchi. 2021. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI' 21).

HeyTeddy: Conversational Test-Driven Development for Physical Computing

Yoonji Kim, Youngkyung Choi, Daye Kang, Minkyong Lee, Tek-Jin Nam, and Andrea Bianchi. 2020. Proc. ACM Interact. Mob. Wearable Ubiquitous Technol. 3, 4, Article 139 (December 2019), 21 pages (IMWUT' 19).

Lexia in Wonderland: Korean Education Service for Children with Dyslexia

Daye Kang, Hye-Ryeong Kim, Ji-Hae Lee, Jae Young Yun. 2017. Conference on Korean Society of Design Science (KSDS' 17).

Poster

Designing Internal Structure of Chocolate and Its Effect on Food Texture

Yujin Lee, Jee Bin Yim, Daye Kang, Hyeon-Beom Yi, and Daniel Saakes. 2019. Conference on Designing Interactive Systems (DIS '19).

Nudge Design to Increase Physical Activities for Hospitalized Children

Daye Kang, Hye-Min Choi, Ka-Hyun Kim, and Younjoon Lee. 2017. Conference on Korean Society of Design Science (KSDS '17).

RESEARCH EXPERIENCE

Cornell University , Ithaca, NY, United States	09/2021 - present
Research Assistant — Advisor: Jeff Rzeszotarski	
Human-AI collaboration in inductive reasoning and creativity using NLP, AI-generated art and data visualization	
Ringle , Seoul, Korea	02/2021 - 06/2021
UX/UI designer	
Collaborating with Kixlab [Link] to design AI-assisted English language learning interface	
Korea Advanced Institute of Science and Technology , Deajeon, Korea	
MAKInteract Lab [Link] Research Assistant — Advisor: Andrea Bianchi	09/2018 - 02/2020
Proposing projects, conducting user studies, participating in industrial projects	
NH KAIST Research Center UX Trend Researcher	06/2020 - 12/2020
Published periodicals on the latest UX trends in digital services	
Hyundai Motors , Co-project Manager — Advisor: Andrea Bianchi	09/2019 - 01/2020
Proposed 'Road Characteristics Recognition Using Acoustic Feedback and Machine Learning for Adaptive Driving'	
Color Lab [Link] , Research Assistant	06/2019 - 08/2019
Developing scenarios for an adaptive display for idling TVs	
Hongik University , Seoul, Korea	
Asan Medical Innovation Center , Research Assistant	06/2017 - 11/2017
· Interviewing and observing doctors, nurses, caregivers, hospitalized children	
· Designed a game to promote a sense of belonging between family members	

AWARDS AND HONORS

Best Master's Thesis Award , Department of Industrial Design, KAIST	2021
NoteToon: Exploring the effects of Visual Narratives within the Notebook Interface to Improve Communication	
Korean Government Scholarship , Korea Ministry of Science and Technology	2018 - 2021
Scholarship for promising master students	
Adobe Design Achievement Awards (Semifinalist) , Adobe	2017
Social Impact - Web/App/Game Design — Korean education app for Dyslexic children 'Lexia in Wonderland' [Link]	

Dean's Award, Hongik University

Academic Achievement & Research Publication at Korean Society of Design Science

Graduation Project Excellence Award, Visual Communication Design Department

'Lexia in Wonderland: Korean Education Service for Children with Dyslexia'

Excellence Paper Award, Korean Society of Design Science

'Lexia in Wonderland: Korean Education Service for Children with Dyslexia'

Poster Honor Award, Korean Society of Design Science

'Nudge Design to Increase Physical Activities for Hospitalized Children'

Excellence Award, Times Young Creative Awards

2016

2D & 3D animation advertisement for candy brand 'QinQin Hou'

TEACHING ASSISTANT

INFO3450 - Human-Computer Interaction Design, Cornell

Fall 2022

UX/UI design from user perspective from ideation to prototyping

ID220 - Interaction Prototyping, KAIST

Fall 2019

Physical computing & Processing (Java) building interactive prototypes

CC500 - Scientific Writing, KAIST

Spring 2019

Scientific writing in English in CHI format using LaTeX (Overleaf)

ID202 - Idea & Expression, KAIST

Fall 2018

Focus on drawing and creating 3D objects using traditional materials

WORK EXPERIENCE

UX/UI design Intern, Ringle

02/2021 -
06/2021

Design learning dashboard to track learning progress and to improve motivation

3D Modelling Intern, Studio Gale

07/2015 -
08/2015

Designed and created 3D models for production of the TV animation 'Pororo'

SKILLS

Research **Data analysis:** Python (Numpy, Pandas), R

User research: Affinity Diagram, Focus Group Interview, Ethnography,

Participatory Design, Idea Workshop, Journey Map, Wizard of Oz

Prototyping **Software:** Javascript(jQuery, Node.js), Python, HTML, CSS, Git, JupyterLab
extension framework, Machine learning

Design: Adobe Creative Tool Kits, Sketch, InVision

OTHER INTERESTS

Urban gardening, weight training and cooking