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## RESEARCH INTERESTS

Empowering non-AI experts to advocate for themselves and make informed decisions using data through human-AI collaboration

→ Qualitative data analysis support, personal informatics in healthcare

UX research, Design, Human-computer interaction (HCI), human-AI collaboration

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## EDUCATION

**Cornell University**, Ithaca, NY, United States

09/2021 - present

Ph.D. Student in Information Science

Advisor: Jeff Rzeszotarski

**Korea Advanced Institute of Science and Technology (KAIST)**, Deajeon, Korea

08/2018 - 02/2021

M.S. in Industrial Design (Specialization: Human-Computer Interaction)

- Thesis: *Improving Communication in Computational Notebooks Using Interactive Data Comics*
- Advisor: Andrea Bianchi

**Hongik University**, Seoul, Korea

03/2013 - 08/2018

B.F.A. in Visual Communication Design (Specialization: UX Research)

- Thesis: *Lexia in Wonderland: Korean Education Service for Children with Dyslexia*

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## PUBLICATIONS

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

### **Human-AI Collaboration in Theme Development with an LLM-embedded System**

Daye Kang, Frank Han, Jiahe Tian, Muhan Zhang, and Jeff Rzeszotarski. 2025. Proceedings of the ACM on Human-Computer Interaction (CSCW). (Under review).

### **Towards Hormone Health: An Autoethnography of Long-Term Holistic Tracking to Manage PCOS**

Daye Kang, Jingjin Li, Gilly Leshed, Jeff Rzeszotarski, and Xi Lu. 2025. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI). **Best Paper award** 🏆

### **Challenges and Opportunities for Tool Adoption in Industrial UX Research Collaborations**

Daye Kang, and Jeff Rzeszotarski. 2024. Proceedings of the ACM on Human-Computer Interaction, 8(CSCW2), 1-27. (CSCW).

### **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).

### **HeyTeddy: Conversational Test-Driven Development for Physical Computing**

Yoonji Kim, Youngkyung Choi, Daye Kang, Minkyong Lee, Tek-Jin Nam, and Andrea Bianchi. 2019. Proc. ACM Interact. Mob. Wearable Ubiquitous Technol. 3(4), 1-21. (IMWUT).

## **Lexia in Wonderland: Korean Education Service for Children with Dyslexia**

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

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### 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).

## **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).

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### RESEARCH EXPERIENCE

**Cornell University**, Ithaca, NY, United States 09/2021 - present  
Research Assistant — Advisor: Jeff Rzeszotarski  
Designing and developing human-AI interaction in data analysis to support non-AI experts

**Ringle**, Seoul, Korea 02/2021 - 06/2021  
UX/UI designer  
Collaborating with Kixlab [\[Link\]](#) to design AI-assisted English language learning interfaces

### **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’ and received \$27,000 USD in funding

**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 doctors, nurses, caregivers, and hospitalized children  
· Designed a game to promote a sense of belonging among family members  
· Received \$28,00 USD in funding from Samsung

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### AWARDS AND HONORS

**Best Paper Award**, ACM SIGCHI 2025  
Towards Hormone Health: An Autoethnography of Long-Term Holistic Tracking to Manage PCOS

<b>Graduate Working Group fellowship</b> , Media Studies Initiative, Cornell University	2023-2025
Grant for a regular working group on the topic of Generative AI	
<b>Best Master's Thesis Award</b> , Department of Industrial Design, KAIST	2021
NoteToon: Exploring the Effects of Visual Narratives within the Notebook Interface to Improve Communication	
<b>Korean Government Scholarship</b> , Korea Ministry of Science and Technology	2018 - 2021
Scholarship for promising master's students	
<b>Adobe Design Achievement Awards (Semifinalist)</b> , Adobe	2017
Social Impact - Web/App/Game Design — Korean education app for Dyslexic children, 'Lexia in Wonderland' [ <a href="#">Link</a> ]	
<b>Dean's Award</b> , Hongik University	
Academic Achievement & Research Publication at Korean Society of Design Science	
<b>Graduation Project Excellence Award</b> , Visual Communication Design Department	
'Lexia in Wonderland: Korean Education Service for Children with Dyslexia'	
<b>Excellence Paper Award</b> , Korean Society of Design Science	
'Lexia in Wonderland: Korean Education Service for Children with Dyslexia'	
<b>Poster Honor Award</b> , Korean Society of Design Science	
'Nudge Design to Increase Physical Activities for Hospitalized Children'	
<b>Excellence Award</b> , Times Young Creative Awards	2016
2D & 3D animation advertisement for candy brand 'QinQin Hou'	

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**TEACHING ASSISTANT**

<b>INFO 4940 - Designing AI Products and Services</b> , Cornell	Spring 2025
Maximizing AI products' societal benefits while minimizing their harms	
<b>INFO/CS 3300 - Data-Driven Web Applications</b> , Cornell	Fall 2023, Fall 2024
Interactive data visualization using D3.js	
<b>INFO 4310 / 5311- Interactive Information Visualization</b> , Cornell	Spring 2024
Interactive data visualization	
<b>INFO 3450 - Human-Computer Interaction Design</b> , Cornell	Spring 2022
UX/UI design from user research to prototyping	
<b>INFO 3450 - Human-Computer Interaction Design</b> , Cornell	Fall 2022
UX/UI design from user research to prototyping	
<b>ID 220 - Interaction Prototyping</b> , KAIST	Fall 2019
Physical computing & Processing ( Java) building interactive prototypes	

**CC 500 - Scientific Writing**, KAIST Spring 2019  
Scientific writing in English in CHI format using LaTeX (Overleaf)

**ID 202 - Idea & Expression**, KAIST Fall 2018  
Focus on drawing and creating 3D objects using traditional materials

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**WORK EXPERIENCE**

**UX/UI design Intern**, Ringle 02/2021 - 06/2021  
- Design a learning dashboard to track learning progress and improve motivation  
- Explain AI analysis to users

**3D Modelling Intern**, Studio Gale 07/2015 - 08/2015  
Designed and created 3D models for the production of the TV animation 'Pororo'

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**EXCHANGE EXPERIENCE**

**University of Wisconsin-Madison**, Madison, WI, United States 01/2020 - 05/2020  
Exchange Program in Data Science & Human-Computer Interaction

**Luxun Academy of Fine Arts**, Shenyang, China 03/2016 - 06/2016  
Exchange Program in Visual and Communication Arts

**California Institute of the Arts**, California, United States 09/2014 - 12/2014  
Exchange Program in Graphic Design and Animation

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**CONFERENCE** **CSCW 2024**, San José, Costa Rica / **CHI 2024**, Honolulu, USA / **CHI 2021**, Yokohama, Japan (Virtual) / **CHI 2019**, Glasgow, UK / **KSDS 2017**, Dae-gu, Korea

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**SKILLS**

Research **Methods:** Qualitative, Quantitative, and Mixed Methods  
**Data analysis:** Python (Numpy, Pandas), R  
**User research:** Affinity Diagram, Focus Group Interview, Ethnography, Participatory Design, Idea Workshop, Journey Map, Wizard of Oz

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Prototyping **Software:** React, Javascript, D3.js, Python, FastAPI, HTML, CSS, Git, JupyterLab extension framework, Machine learning  
**Design:** Adobe Creative Tool Kits, Sketch, Figma

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Art Graphic design, Typography, 2D/3D Animation, Traditional/Digital illustrations

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**PAPER REVIEW** **CHI** (ACM Conference on Human Factors in Computing Systems) 2022 - 2024

**C&C** (ACM Creativity & Cognition) 2023

**CSCW** (ACM Computer-Supported Cooperative Work & Social Computing) 2025

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**MENTORING UNDERGRADUATE STUDENTS**

Harriet Kumah Spring 2025

Vicky Wang Spring, Fall 2024

Zhuolun Han Summer, Fall 2023, Spring 2024

Jiahe Tian

Fall 2023

**GRADUATE STUDENTS**

Sulim (Abby) Kim

Spring 2025

Muhan Zhang

Fall 2023

Nolan Harrington

Summer 2023