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## RESEARCH INTERESTS

- 1) Human-AI collaboration in data analysis
  - Data analysis of text data, personal informatics in healthcare
- 2) Data-driven visual communication
  - Multi-stakeholder communication, self-reflection

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## EDUCATION

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|---|-------------------|
| <b>Cornell University</b> , Ithaca, NY, United States<br>Ph.D. Student in Information Science<br>Advisor: Jeff Rzeszotarski   | 09/2021 - present |
| <b>Korea Advanced Institute of Science and Technology (KAIST)</b> , Deajeon, Korea<br>M.S. in Industrial Design (Specialization: Human-Computer Interaction)<br>Advisor: Andrea Bianchi | 08/2018 - 02/2021 |
| <b>University of Wisconsin-Madison</b> , Madison, WI, United States<br>Exchange Program in Data Science & Human-Computer Interaction  | 01/2020 - 05/2020 |
| <b>Hongik University</b> , Seoul, Korea<br>B.F.A. in Visual Communication Design (Specialization: UX Research)  | 03/2013 - 08/2018 |
| <b>California Institute of the Arts</b> , California, United States<br>Exchange Program in Graphic Design and Animation   | 09/2014 - 12/2014 |
| <b>Luxun Academy of Fine Arts</b> , Shenyang, China<br>Exchange Program in Visual and Communication Art   | 03/2016 - 06/2016 |

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## PUBLICATIONS

### CONFERENCE

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

### **Human-AI Collaboration in Theme Generation with an LLM-enhanced Interactive Visual System**

Daye Kang, Frank Han, Jiahe Tian, Muhan Zhang, and Jeff Rzeszotarski. 2024. (IUI' 24). (Under review).

### **Challenges in Qualitative UX Research in Multi-Stakeholder Collaboration**

Daye Kang, and Jeff Rzeszotarski. 2024. (CSCW' 24). (Conditionally accepted).

### **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).

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**RESEARCH  
EXPERIENCE**

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

09/2021 -  
present

Research Assistant — Advisor: Jeff Rzeszotarski

- Conducting qualitative research to understand the challenges of UX practitioners in the multi-stakeholder collaboration setting
- Building and testing LLMs enhanced interactive system with visual modality
- Conducting a large-scale online survey to investigate the effect of the different modalities of generative AI on visual creativity
- Understanding needs of PCOS patients and supporting them with better tracking system

**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'

**Color Lab** [[Link](#)], Research Assistant  
Developing scenarios for an adaptive display for idling TVs

06/2019 -  
08/2019

**Hongik University**, Seoul, Korea

**Asan Medical Innovation Center**, Research Assistant  
· Interviewing and observing doctors, nurses, caregivers, hospitalized children  
· Designed a game to promote a sense of belonging between family members

06/2017 -  
11/2017

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**AWARDS AND  
HONORS**

**Graduate Working Group fellowship**, Media Studies Initiative, Cornell University  
Grant for a regular working group with the topic of Generative AI

2023-  
2024

**Best Master's Thesis Award**, Department of Industrial Design, KAIST  
NoteToon: Exploring the effects of Visual Narratives within the Notebook Interface to Improve Communication

2021

**Korean Government Scholarship**, Korea Ministry of Science and Technology  
Scholarship for promising master students

2018 -  
2021

**Adobe Design Achievement Awards (Semifinalist)**, Adobe  
Social Impact - Web/App/Game Design — Korean education app for Dyslexic children 'Lexia in Wonderland' [[Link](#)]

2017

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

2016

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**TEACHING  
ASSISTANT**

**INFO3300 - Data-Driven Web Applications**, Cornell  
Interactive data visualization using D3.js

Fall 2023

**INFO3450 - Human-Computer Interaction Design**, Cornell  
UX/UI design from user research to prototyping

Spring 2022

**INFO3450 - Human-Computer Interaction Design**, Cornell

Fall 2022

UX/UI design from user research 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

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**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'

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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

Prototyping

**Software:** Javascript, D3.js, Python, FastAPI, HTML, CSS, Git, JupyterLab  
extension framework, Machine learning

**Design:** Adobe Creative Tool Kits, Sketch, InVision

Art

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

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**OTHER  
INTERESTS**

Growing plants, fitness and cooking