
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

EDUCATION

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

PUBLICATIONS

CONFERENCE

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

Human-AI Collaboration in Iterative Theme Refinement with an LLM-embedded Interactive Visual System

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

Challenges in Qualitative UX Research in Multi-Stakeholder Collaboration

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

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

[Current and future projects]

- Building and testing LLMs embedded qualitative data analysis tool
- Conducting a large-scale online survey to investigate the effect of the different modalities of generative AI on visual creativity
- Understanding the needs of PCOS patients and supporting them with better tracking system through human-AI interaction

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

**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

**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

**WORK
EXPERIENCE**

UX/UI design Intern, Ringle

02/2021 -
06/2021

- Design learning dashboard to track learning progress and to improve motivation
- Explain AI analysis to users

3D Modelling Intern, Studio Gale

07/2015 -
08/2015

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

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

Design: Adobe Creative Tool Kits, Sketch, Figma

Art

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

**OTHER
INTERESTS**

Growing plants, fitness and cooking