
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

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)

- Thesis: *Improving Communication in Computational Notebooks Using Interactive Data Comics*
- 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)

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

03/2013 - 08/2018

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).

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).

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).

**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 Proposing projects, conducting user studies, participating in industrial projects	09/2018 - 02/2020
NH KAIST Research Center UX Trend Researcher Published periodicals on the latest UX trends in digital services	06/2020 - 12/2020
Hyundai Motors , Co-project Manager — Advisor: Andrea Bianchi Proposed ‘Road Characteristics Recognition Using Acoustic Feedback and Machine Learning for Adaptive Driving’ and received \$27,000 USD in funding	09/2019 - 01/2020
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 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	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	INFO 4940 - Designing AI Products and Services , Cornell Maximizing AI products' societal benefits while minimizing its harms	Spring 2025
	INFO/CS 3300 - Data-Driven Web Applications , Cornell Interactive data visualization using D3.js	Fall 2023, Fall 2024
	INFO 4310 / 5311- Interactive Information Visualization , Cornell Interactive data visualization	Spring 2024
	INFO 3450 - Human-Computer Interaction Design , Cornell UX/UI design from user research to prototyping	Spring 2022
	INFO 3450 - Human-Computer Interaction Design , Cornell UX/UI design from user research to prototyping	Fall 2022
	ID 220 - Interaction Prototyping , KAIST Physical computing & Processing (Java) building interactive prototypes	Fall 2019

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

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'

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

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

PAPER REVIEW **CHI** (ACM Conference on Human Factors in Computing Systems) 2022 - 2024
C&C (ACM Creativity & Cognition) 2023

MENTORING **UNDERGRADUATE STUDENTS**

Vicky Wang Spring, Fall 2024
Zhuolun Han Summer, Fall 2023, Spring 2024
Jiahe Tian Fall 2023

GRADUATE STUDENTS

Muhan Zhang Fall 2023
Nolan Harrington Summer 2023