

---

## 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, 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

### CONFERENCE

*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. 2024. (CSCW' 25). (Under review).

### **Challenges of Self-Tracking in Managing Polycystic Ovary Syndrome (PCOS)**

Daye Kang, Jingjin Li, Gilly Leshed, Jeff Rzeszotarski, and Xi Lu. 2024. (CHI' 25). (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  
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'

**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

AWARDS AND HONORS	<b>Graduate Working Group fellowship</b> , Media Studies Initiative, Cornell University	2023-2024
	Grant for a regular working group with 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 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'		
TEACHING ASSISTANT	<b>INFO3300 - Data-Driven Web Applications</b> , Cornell	Fall 2023
	Interactive data visualization using D3.js	
	<b>INFO3450 - Human-Computer Interaction Design</b> , Cornell	Spring 2022
	UX/UI design from user research to prototyping	
	<b>INFO3450 - Human-Computer Interaction Design</b> , Cornell	Fall 2022
	UX/UI design from user research to prototyping	
	<b>ID220 - Interaction Prototyping</b> , KAIST	Fall 2019
Physical computing & Processing ( Java ) building interactive prototypes		
<b>CC500 - Scientific Writing</b> , KAIST	Spring 2019	
Scientific writing in English in CHI format using LaTeX (Overleaf )		
<b>ID202 - Idea &amp; Expression</b> , KAIST	Fall 2018	
Focus on drawing and creating 3D objects using traditional materials		

<b>WORK EXPERIENCE</b>	<b>UX/UI design Intern</b> , Ringle	02/2021 - 06/2021
	- Design learning dashboard to track learning progress and to improve motivation - Explain AI analysis to users	
	<b>3D Modelling Intern</b> , Studio Gale	07/2015 - 08/2015
	Designed and created 3D models for the production of the TV animation 'Pororo'	
<b>CONFERENCE</b>	<b>CHI 2024</b> , Honolulu, USA / <b>CHI 2021</b> , Yokohama, Japan (Virtual) / <b>CHI 2019</b> , Glasgow, UK / <b>KSDS 2017</b> , Dae-gu, Korea	
<b>SKILLS</b>	Research	<b>Methods:</b> Qualitative, Quantitative, and Mixed Methods <b>Data analysis:</b> Python (Numpy, Pandas), R <b>User research:</b> Affinity Diagram, Focus Group Interview, Ethnography, Participatory Design, Idea Workshop, Journey Map, Wizard of Oz
	Prototyping	<b>Software:</b> React, Javascript, D3.js, Python, FastAPI, HTML, CSS, Git, JupyterLab extension framework, Machine learning <b>Design:</b> Adobe Creative Tool Kits, Sketch, Figma
	Art	Graphic design, Typography, 2D/3D Animation, Traditional/Digital illustrations
<b>OTHER INTERESTS</b>	Growing plants, fitness, and cooking	