## Jini Kim

M.S. at KAIST | Human-Computer Interaction Researcher wlsdl0519@gmail.com

## **EDUCATION**

2022

Korea Advanced Institute of Science & Technology (KAIST), Daejeon, Korea

Daejeon, Korea

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

• Advisor: Ki-Young Nam

• Thesis Committee: Ki-Young Nam, Sangsu Lee, Changhee Lee

• GPA: 4.08/4.3

2020 Pohang, Korea Handong Global University (HGU), Pohang, Korea

B.S. in Information and Communication Technology Convergence (ICT)

B.S. in Product Design (Specialization: UX Design)

- Total GPA: 4.21/4.5 | Major GPA: 4.39/4.5 | Magna Cum Laude
- Honors: Academic Excellence Scholarship for 5 semesters (Top 1%)

#### RESEARCH INTERESTS

Human-Computer Interaction, Social Computing, Human-AI Interaction, Health & Well-being, Crowdsourcing, Online Discussion, Digital Civics, Accessibility, Data-driven Design

#### **PUBLICATIONS**

- ThinkWrite: Design Interventions for Empowering User Deliberation in Online Petition Kim J., Kim C., Nam K.

  CHI 2022 Late-breaking Work.
- Service Design Strategies for Seamless EV Charging Experience Kim J., Kim J., Jang J., Choi J., Nam K. KSDS 2020
- Study of Voice-Based Crowdsourcing Platform for the Enhancement of Self-support for the Visually Impaired

**Kim J.**, Song G.R., Kim H., Kim E., Lee W. AHFE 2019

## RESEARCH EXPERIENCE

Mar 2020 -Daejeon, Korea Designize Lab, Korea Advanced Science & Technology (KAIST)

- Advisor: Prof. Ki-Young Nam
- Thesis Committee: Ki-Young Nam, Sangsu Lee, Changhee Lee

Mar 2019 - Dec 2019 Pohang, Korea

## UX Design Research collaborated with LG Electronics R&D

• Advisor : Prof. Eunjong Lee

Jul 2018 - Jul 2019 Pohang, Korea

## Human-Computer Interaction Lab, HGU

- Undergraduate Researcher
- Advisor: Prof. Won-sup Lee

Jan 2019 - Feb 2019 Pohang, Korea

# **Ergonomic Design & Technology Lab**, Pohang University of Science and Technology (POSTECH)

- Research Intern at Dept. of Industrial and Management Engineering
- Advisor : Prof. Heecheon You

Jul 2018 - Aug 2018 Seoul, Korea

## User Experience Lab, Seoul National University (SNU)

- Research Intern
- Advisor: Prof. Joong-Seek Lee

Mar 2018 - Feb 2020 Pohang, Korea

## The Answer (UX Design group), HGU

• Advisor : Prof. Eunjong Lee

Jun 2017 - Jul 2018 Pohang, Korea

## Design Lab, HGU

- Undergraduate Researcher
- · Advisor: Prof. In-Wook Choi

## RESEARCH PROJECTS

Sep 2022 -

## Development of Crowd-sourcing System for the Local Sharing of Social Resources

• Funded by KAIST, working as a UX Researcher

May 2021 -Daejeon, Korea

## Design Interventions for Empowering User Deliberation in Online Petition Platform

- M.S. Research Thesis, KAIST
- Published in CHI 2022 LBW (Kim J., Kim C., Nam K.)

## Developing Deliberation Augmented AI-Infused Civic Participation Platform using BERT

• Funded by Exploratory Research Program, KAIST

Jun 2020 - Jun 2021 Innovating Classroom Desks to Improve Student Experience in Future Classrooms Funded by YESEM & KAIST Sep 2021 - Dec 2021 What Matters the Most? Investigating the Gap Between Consumers and Companies with **Term-based Sentiment Analysis** • Analyzed text data with NLP methods (TF-IDF, Sentiment Analysis) to compare the company's web landing pages (Apple, Huawei, Samsung) & customer reviews Identified companies' unique selling propositions (USP) and marketing strategies Mar 2020 - Dec 2020 Public Display Design Strategies for Passive Citizen Engagement in Civic Activities • Funded by Korea Land and Housing Corporation (LH) Social Venture Mar 2020 - Jun 2020 Design Guidelines for Building AI Chatbots in Online Museum KAIST User Centered Design Methodology Class Research Mar 2019 - Feb 2020 Service Design Strategies for Seamless EV Charging Experience • UX Design Research, collaborated with LG Electronics R&D • Published in KSDS 2020 (Kim J., Kim J., Jang J., Choi J., Nam K.) Sep 2018 - Apr 2019 Development of a Community Mapping App for the Non-Ambulatory • Funded by Korea Telecom (KT) • The Answer (UX Design group), HGU Jan 2019 - Feb 2019 SAMSUNG LED Mask Development & Heuristic Evaluation for Hand Gripping Posture **Analysis Program**  Ergonomic Design & Technology Lab, POSTECH Jul 2018 - Aug 2018 Development of a Conversational AI Chatbot Framework for the Arts and Tourism **Contents**  Funded by Korea Creative Content Agency • User Experience Lab, SNU Aug 2017 - Mar 2018 Development of Voice-based Crowdsourcing Platform for the Enhancement of Self-support for the Visually Impaired • Published in AHFE 2019 (Kim J., Song G.R., Kim H., Kim E., Lee W.) • Human-Computer Interaction Lab, HGU

A Study on the Development of VR Education Contents for the Mentally impaired

Aug 2017 - Jul 2018

· Design Lab, HGU

## **ACADEMIC SERVICES**

Reviewer: CHI 2022

#### **AWARDS & HONORS**

Oct 2021

## Grand Prize in MTS UX / HCI Heuristic Evaluation Competition, Shinhan Investment

■ Heuristic report about UX / HCI Mobile Trading System (MTS) improvement

2020 Dec - 2021 Oct

## Service Designer Expert, Korean Government

- Building Policies for Young Single-person Households Project
- Start-up Incubating Programs based on Urban Regeneration Project
  - Funded by Daejeon Metropolitan City Daedeok District, Korea Government

Oct 2021

## Top 3 in House Price Prediction Challenge Competition, Kaggle, KAIST

- KAIST Data Mining Course in the Dept. of Computer Science
- House Price Prediction challenge in Kaggle by using machine learning models
- Ensemble model

Jul 2020

## James Dyson International Design Competition, James Dyson Award

- National Runner-up 2020
  - Vortex Laundry: Water-powered Laundry Kit for LEDC

Feb 2020

## Magna Cum Laude, Graduated with Honors, HGU

• 4.21/4.5 (Overall), 4.39/4.5 (Major)

Aug 2015 - Feb 2019

## Top 1% Academic Excellence Scholarship, HGU

- Top 1% Academic Excellence Scholarship
- Awarded for five consecutive semesters

Nov 2018

#### Software Festival - Excellence award, HGU

Developed a Community Mapping App for the Non-Ambulatory

Sep 2017

Prize of Excellence, Pohang Steel Design Competition, Pohang City

## **TEACHING EXPERIENCE**

Mar 2020 - Dec 2021

#### Teaching Mentor for Start-ups, KAIST

Mentoring sessions about Customer Experience & Design Thinking for 10 start-ups

Mar 2021 - Jun 2021

#### Teaching Assistant, KAIST

■ Introduction to Basic Design and Practical Skills

Oct 2018 - Mar 2019

## Teaching Assistant, HGU

- Human-Computer Interaction
- Create lecture materials for Human-Computer Interaction Course

Summer 2018

## Teaching Volunteers, HGU

- Mentored high school students in pre-major camps
- Introduction to basic computer programming skills with Scratch

Mar 2017 - Jun 2017

## Teaching Assistant, HGU

- Programming I (Python Programming)
  - Introduction to Python programming and leading Q&A sessions

## **SELECTED COURSES**

#### **Programming**

- Web Programming (GCS10003), Web Service Planning and Practicum (SIT32006), Introduction to ICT Application (GCS10002), Programming I (CCE20003 Python), Programming II (SIT22005 C++, Data Structures), C-Programming (ECE10002)
- Introduction to Data Science (SIT22003), Data Mining and Knowledge Discovery (KSE525), Big Data Analytics Using R (CS564), Data Analytics for Designers (ID430), Research Methodology (ID502 Statistics for Quantitative Research)

#### **HCI & UX Design**

• Human Computer Interaction (SIT32002), Kansei & Cognitive Engineering (SIT32003), Human-Centered Design (IID30068), UX Design (IID50019), User Centered Design Methodology (ID508), Managing Design Innovation for Business Technology & Society (ID830), Design Research and Planning I (IID30078) & II (IID30079), Capstone Design I & II (UX Design research)

#### **Design Skills**

• Fundamentals of Computer Graphics (GCS20008), Introduction to Visual Media (SIT22007 – Maya), Computer Graphic Design 1 (IID20055) & Computer Graphic Design 2 (IID20057)

## **LICENSE**

#### Sep 2021

## Advanced Data Analytics Semi-Professional (Korea Data Agency)

- Nationally Accredited License, Semi-Professional
- License Number: 030008046

## **LANGUAGE PROFICIENCY**

**English** (Professional Proficiency) **Korean** (Native)

## **SKILLS**

## **Qualitative Methodologies**

Ethnographic Methods • User Research • User Interview • Wireframes • Participatory Design • Prototyping • Personas • User Stories • Scenario-based Design • Usability Testing • A/B Testing.

## **Quantitative Methodologies**

Survey Design • Experiment Design • Statistical Analysis • Modeling

## **Programming**

**Data**: Python • R (tidyverse, dplyr, ggplot2) • SPSS • C • C++ **Software**: HTML • Node.js • CSS • JavaScript

## **Design Tools**

Adobe XD • Figma • Sketch • Adobe Photoshop • Adobe Illustrator • Adobe After Effects • Protopie • Rhino