

# Tanyoung Kim

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## SKILLS AND ABILITIES

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### Data Visualization Design and Development

- Front-end Engineering: D3/JavaScript, HTML5, CSS, React/Redux, Angular2
- Interaction and visual design: Adobe Creative Suite, Sketch
- Data analytics and cleaning: APIs and e2e data pipeline, SQL, R, Python

### User Experience Design and Human-Computer Interaction

- Design for diverse screens: information architecture, wireframes, rapid prototyping
- User Research: personas, interviews, focus-groups, usability testing, survey, qualitative experiments

## EDUCATION

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**Georgia Institute of Technology**, Atlanta GA May 2013

Ph.D. Digital Media (Minor in Human-Centered Computing)

Dissertation title: Coded visualization: the rhetoric and aesthetics of data-based cultural interface

**KAIST**, Daejeon, Korea February 2002 & 2004

B.S. & M.S. Industrial Design

**Simon Fraser University**, Surrey, BC, Canada September 2004 - August 2005

Graduate Exchange Student at School of Interactive Arts and Technology

## PROFESSIONAL EXPERIENCE

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**Senior Design Prototyper (Data Visualization)** November 2016 - Present

**Yahoo! Inc**, Sunnyvale, CA

- Lead front-end engineering and UX design of data discovery internal sites
- Design exploratory visual analytics/visualization tools with Yahoo's Membership data
- Build UI style guide and design languages for data-rich applications

**Senior Data Visualization Scientist** June 2013 - November 2016

**Nokia Technologies**, Sunnyvale, CA

- Led visualization design of personal activity and sleep data and its testing
- Led dashboard design and front-end engineering of web apps for device testing and quality assurance
- Led web-app development of personal location data visualization
- Participated in interaction design for personal data-driven mobile products

**Research Intern** July 2010 - December 2010

**Nokia Research Center**, Lausanne, Switzerland

- Created data visualization of socio-geographical-temporal data (+200 mobile phone users)
- Worked on user experience design of location-based mobile applications

**Interaction Designer & User Researcher** September 2005 - July 2008

**NHN Corporation**, Seongnam, Gyeonggi-do, Korea

- Outstanding performance award (2007, annual awards granted to less than 1% of employees)
- Led game generation software design including game logic design and UX
- Led game localization research including casual gamers' behavior research
- Led information architecture and interaction design for online donation site
- Worked in Mountain View, CA (2006) and Beijing, China (2007)

## ACADEMIC EXPERIENCE

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### Georgia Institute of Technology

August 2008 – May 2013

#### *Instructor*

- Undergraduate level design core course of Computational Media major
- LMC3705 Principles of Information Design (spring 2013), LMC2720 Principles of Visual Design (spring 2010 – fall 2012),
- Gave lectures on information/visual design theories and techniques, created various assignments for practicing design skills and critiquing students' works

#### *Teaching Assistant, Lab Instructor*

- A graduate level core course, Digital Media program
- LMC6311 visual culture and design (fall 2009)
- Gave lectures on graphic software, graphic/web/interaction design

#### *Graduate Research Assistant*

- Inclusive indoor play project: interactive contents design for children's educational toys (summer 2008, with Prof. Abir Mullick, Department of Industrial Design)
- Digital conservation project: information visualization of coral reefs ecosystem for research collaboration and public education (fall 2008 – spring 2009, with Prof. Brian Magerko, Digital Media program)

### Simon Fraser University

January 2005 – April 2005

#### *Co-Instructor, Teaching Assistant*

- Undergraduate level core course, School of Interactive Arts and Technology
- IAT101 new media images (spring 2005)
- Gave lectures on interactive design and video editing, technically-supported students' projects

### KAIST

March 2002 – August 2004

#### *Graduate Research Assistant*

- Participated in projects of ubiquitous computing service design, database design for icons, online education site design and development (Dept. of Industrial Design)

## PUBLICATIONS

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#### *Conference Proceedings and Workshops*

- DiSalvo, C., Lukens, J., Lodato, T., Jenkins, T., and Kim, T. (2014) Making Public Things: How HCI Design Can Express Matters of Concern. *In Proceedings of Human Factors in Computing Systems Conference (CHI)*, Honorable Mention.
- Kim, T. and DiSalvo, C. (2012) Visualization of the Public's Opinion on Politically Influential Tweets. *Social Media Visualization Workshop at ICWSM 2012.*
- Kim, T., Blom, J., and Stasko, J. (2011) Exploring Complex Mobile Life through Interactive Visualizations. *EuroVA Workshop at EuroVis 2011.*
- Kim, T., Hong, H., and Magerko, B. (2010) Design Requirements for Ambient Display that Supports Sustainable Lifestyle. *In Proceedings of Designing Interactive Systems Conference.*
- Kim, T., and DiSalvo, C. (2010) Speculative Visualization: A New Rhetoric for Communicating Public Concerns. *In Proceedings of Design Research Society (DRS) International Conference.*
- Kim, T., Hong, H., and Magerko, B. (2010) Designing for Persuasion: Toward Ambient Eco-Visualization for Awareness. *In Proceedings of the 5th Int'l Conference on Persuasive Technology.*
- Kim, T., Ahn, S., and Lee, S. (2007) Being Mondrian: the Public Installation for Interactive Drawing with Tangible Interface. *In Proceedings of Designing for User Experience.*
- Kim, T. and Lim, C. (2004) Embodiment of Multi-sensory Feedback for Better User Experience on Websites - With Emphasis on the Evaluation of Tactile Feedback Utilizing Tactile Feedback Mouse. *In Proceedings of Korean HCI Conference.*

- Kim, T. and Lim, C. (2004) Application of Tactile Feedback on Web Interface Design. *In Proceedings of Korean Society of Design Sciences Conference.*

#### *Book Chapters*

- Jung, H., Kim, T., Yang, Y., Carli, L., Carnesecchi, M., Rizzo, A., and Gurrin, C. (to appear in 2013). Aesthetics in Data Visualization: Case Studies and Design Issues. In Huang, M. & Huang, W. (Eds.), *Innovative Approaches of Data Visualization and Visual Analytics.* IGI Global.

#### *Conference Posters*

- Kim, T. (2015) Comparative Visualization of Personal Beer Taste. IEEE InfoVis.
- Kim, T. (2014) Visual Exploration of Personal Commuting Behaviors. IEEE InfoVis.
- Kim, T., Jeong, H., Chew, Y., Bonner, M., and Stasko, J. (2009) Interactive Visualization of Eco-system for Public Education. IEEE InfoVis.
- Kim, T., Hong, H., and Magerko, B. (2009) Social Visualization for Micro-blogging Analysis. IEEE InfoVis.
- Kim, T., Hong, H., and Magerko, B. (2009) Coralog: Use-Aware Visualization Connecting Human Micro-Activities to Environmental Change. Extended Abstract of CHI.
- Kim, T., Kim, C., Park, J., Lee, Y., and Lee, J. (2007) Designing New Casual Game Experiences: Competition and Social Interaction Converging Website and Games. International Association of Societies of Design Research.

## **PRESENTATIONS**

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- Data Visualization 101. (2016). Tech Chats at Nokia Technologies
- Designing Visualizations with Processing. (2012) at the Workshop on Aesthetic Data Visualization at NordiCHI Conference.
- Visualization as a Cultural Interface for Civic Engagement: Design Project for the Public's Opinion on Political Tweets. (2012) at Doctoral Colloquium at DIS
- Persuasive Visualization for Civic Engagement. (2010) at Doctoral Colloquium at the Conference on Persuasive Technology
- Design Issues on the localization of Multiplayer Casual Game Interface. (2007) at NHN Conference.

## **PROFESSIONAL SERVICES**

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#### *Workshop Co-organizer*

- Aesthetic Data Visualization: Tools & Challenges for Interaction Designers at NordiCHI 2012

#### *Reviewer*

- IEEE InfoVis 2013, 2014
- ACM Conference on Human Factors in Computing Systems (CHI) 2016, 2015, 2012, 2010
- Nordic Conference on Human-Computer Interaction (NordiCHI) 2012, 2010
- The European Conference on Information Systems (ECIS) 2011
- ACM Creativity & Cognition (C&C) 2009

#### *Student Volunteer*

- NordiCHI 2012, IEEE Visweek 2009