SOL KANG

Product Designer

(236) 995-8531
thesol.me
solkanglee@gmail.com

EDUCATION

Simon Fraser University Surrey, BC, Canada 2022.09 - Present

Master of Science in Interactive Arts & Technology

GPA 4.0/4.33

Relevant Coursework Foundations of Research Design, Design Approaches to Computing, Data Science for Interactive Systems

Tufts University Medford, MA 2018.09 - 2022.05

Bachelor of Science, Double Major in Cognitive Brain Sciences and Architectural Studies

GPA 3.89/4.0

Honors Summa cum laude; Dean's List all semesters; Psi Chi International Honor Society in Psychology

Honors Thesis *Effects of Anthropomorphic Design Features on Trust and Perceived Anthropomorphism in HRI*

Relevant Coursework Human-Computer Interaction, Human-Robot Interaction, Industrial Design, Human Factor Product Design, Computer-Aided Design, Data Structures, Architectural Design, Intro to Machine Learning, Stats for Behavioral Science

WORK

Advisor360° Weston, MA 2022.05-2022.08

UX Intern

• Created wireframes, task flows, user scenarios, and prototypes to innovate the experience of wealth management platform used by financial advisors and staff members
• Worked in tandem with a UX strategist and project managers to balance user needs and business needs

Tufts Human-Robot Interaction Lab Medford, MA 2021.06 - 2021.09

Research Assistant

• Worked as a summer intern to create Unity keyframe animations for virtual reality experiments where participants rate their level of trust towards a robot that carries out tasks in a warehouse
• Conducted a literature review on trust transfer and human expectations of robotic agent's capabilities in Human-Robot Interaction

Minimap New York City, NY (Remote) 2020.05 - 2020.06

UX/UI Design Intern

• Designed a high-fidelity prototype of a social media mobile application that enables users to quickly create and share events to encourage social bonding for the post-COVID-19 era
• Conducted UX research methods such as Journey Map, Persona Modeling, Competitive Analysis, Interview, and Icon Usability Testing

SKILL

Programming	Python	JavaScript	HTML/CSS	Java	React
	JSON	jQuery	C++	R	C#
Software	Figma	Framer	AutoCAD	Github/Git	Unity
	Illustrator	XD	Photoshop	3dsMax	Inventor
Method	Wireframing	A/B Testing	Storyboarding	Questionnaire	Persona
	Prototyping	Card Sorting	Jouney Map	Usability Testing	Interview

AWARD

Tufts Architectural Studies Prize
2022.05

• Received an award given annually to a senior major in architectural studies who has demonstrated academic excellence and a commitment to the field of architectural studies

Tufts UI/UX Design Competition 2019
2019.10

Winner of Tufts Polyhack

• Designed a high-fidelity prototype of a mobile application that tracks users' emotions using a support vectors machine and HRV features extracted from ECG sensors in wearable devices and displays the history of user's experiences of emotions by mapping the emotion logs to specific locations with a map API
• Conducted UX research methods such as card sorting, empathy map, and empathy interview

RESEARCH

Homeware Lab Surrey, BC
2022.10 - Present

Research Assistant

• Assisting a research study on PhotoClock, a custom-built personal digital photo archive that leverages the creation date and time embedded in every digital photo
• Transcribed participants' response and contributed to the thematic analysis of the collected data
• Contributed to the writing of the findings section of the paper

Tufts Spatial Cognition Lab Medford, MA
2021.03 - 2021.12

Research Assistant

• Recruited and ran research subjects in-person and online to examine the individual biases in visual change detection tasks by using Prolific and Gorilla
• Built an algorithm that automated the process of generating plots of the empirical data in R
• Conducted a literature review on the statistical distribution and the mechanism of individual hemispatial biases in different tasks (e.g. line bisection tasks)

Tufts Human Computer Interaction Lab Medford, MA
2019.10 - 2021.09

Research Assistant

• Led an art research project on an interactive installation that takes in a textual input from a user's speech and visualizes the emotional analyses as Rothkoesque color fields to establish an intimate relationship with the user by encouraging their own interpretation and framing of life events.
• Designed and implemented the front-end of a brain-computer interface that computes user's engagement rate by using fNIRs data and adjusts video recommendations accordingly

PUBLICATION

Amy Yo Sue Chen, William Odom, **Sol Kang**, Carman Neustaedter. 2021. PhotoClock: Reliving Memories in Digital Photos as the Clock Ticks in the Present Moment. ACM Designing Interactive Systems (DIS '23). Association for Computing Machinery [Submitted]

Aiden Kang, Liang Wang, Ziyu Zhou, Zhe Huang, and Robert J.K. Jacob. 2021. Affective Color Fields: Reimagining Rothkoesque Artwork as an Interactive Companion for Artistic Self-Expression. In *Proceedings of the 29th ACM International Conference on Multimedia (MM '21). Association for Computing Machinery,* New York, NY, USA, 1454–1455. DOI:https://doi.org/10.1145/3474085.3478545

LEADERSHIP

Tufts Human Factors and Ergonomics Society
2019.09 - 2021.01

Undergraduate Representative

• Collaborated with executive board members to organize design workshops, guest speaker events, field trips, and any other relevant events near Boston

LANGUAGE

English **Korean**