

EDUCATION

Georgia Institute of Technology, Atlanta, Georgia | Aug/2008 – Present (Expected to graduate in 2013)

Ph.D. Candidate in Digital Media

Dissertation title: Coded visualization as a cultural interface for citizen engagement

Research interest: information visualization, design research, design for the public, modern graphic design history and theories, human-computer interaction

Committees: prof. Carl DiSalvo (advisor), Jay Bolter, Ian Bogost, John Stasko, and Johanna Drucker

Korea Advanced Institute of Technology, Daejeon, Korea | Mar/1998 – Aug/2004

B.S. and M.S in Industrial Design

Simon Fraser University, Surrey, BC, Canada | Sep/2004 – Aug/2005

Graduate exchange student at School of Interactive Arts and Technology

ACADEMIC EXPERIENCES

Georgia Institute of Technology, Atlanta, GA | Aug/2008 – present

Instructor

Undergraduate level design core course, Computational Media major

LCC2720 principles of visual design (spring 2010, spring 2011, fall 2011, spring 2012)

Gave lectures on visual design theories and techniques, created various assignments for practicing design skills, critiquing students' works and key readings in visual design and culture

Teaching assistant/Lab instructor

A graduate level core course, Digital Media program

LCC6311 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 (Mar/2008 – Aug/2009, with Prof. Abir Mullick, Department of Industrial Design)

Digital conservation project: information visualization of coral reefs ecosystem for research collaboration and public education (Aug/2008 – Apr/2009, with Prof. Brian Magerko, Digital Media program)

Simon Fraser University, Surrey, BC, Canada | Jan/2005 – Apr/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, Daejeon, Korea | Mar/2002 – Aug/2004

Graduate research assistant

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

PROFESSIONAL EXPERIENCE

Nokia Research Center, Lausanne, Switzerland | Jul/2010 – Nov/2010

Research Intern

Data analysis and visualization of socio-geographical-temporal data
User experience design of future mobile applications

NHN Corporation, Seongnam, Gyeonggi-do, Korea | Sep/2005 – Jul/2008

User researcher/interaction designer

Selected projects: game generation tool design, game localization research, casual gamers' behavior research, information architecture and interaction design for online donation site
Worked at NHN USA Inc., Mountain View, CA (Jan/2006-Jul/2006)
Worked at NHN China, Beijing, China (Apr/2007 – Jul/2007)

PUBLICATION

Conference Proceedings and Workshops

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.

Conference Posters

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.

Book Translation

Co-translation (English to Korean) as a member of UX Lab, NHN Corp. Communicating Design by Dan Brown (2008)

Master Thesis

A Study on the evaluation of the changes in tactile feedback design elements – with Emphasis on the presentation of tactile feedback on web sites

HONORS AND AWARDS

Georgia Tech's Earth Day t-shirt design contest | 2010

Winner (\$500)

Outstanding performance award | 2007

Annual awards (\$3,000) granted to less than 1% of employees at NHN Corporation

Steel furniture design contest | 2001

Wave: urban bus stop design, bronze award, sponsored by POSCO

Merit-based scholarship | 1998-2002

Korea Ministry of Science and Technology

EXHIBITS

Being Mondrian: tangible interface for public interactive drawing | Jul/2004 – Aug/2004

10 year later vol.2, INSA Art Center, Seoul, Korea

Enjoy your house chore: home appliances design | Nov/2003

Co-project with Samsung Electronics and Tsinghua University, China

2003 KAIST International Design Symposium, Seoul, Korea

Interactive CyberGarden | Jul/2003 – Aug/2003

10 year later, INSA Art Center, Seoul, Korea

BEAT2: personal health manager design | Dec/2001

Degree show of IDKAIST class of 2002, Daejeon, Korea

PROFESSIONAL SERVICES

Reviewer

The European Conference on Information Systems (ECIS) 2011

Nordic Conference on Human-Computer Interaction (NordiCHI) 2010

ACM Conference on Human Factors in Computing Systems (CHI) 2010

ACM Creativity & Cognition (C&C) 2009

Student Volunteer

IEEE Visweek 2009

SKILLS

Prototyping & Programming: Processing, Arduino, Adobe Flash ActionScript 2&3

Graphic Design: Adobe Photoshop, Illustrator, InDesign, AfterEffects, Premiere, CorelDraw, Sketchup

Web Design & Development: Adobe Dreamweaver, HTML, CSS, JavaScript/jQuery, PHP, MySQL, ASP

User Research: Focus groups, usability test, game playtest, Survey design and quantitative analysis

LANGUAGE

English (fluent), Korean (native), French (beginner)