

## SKILLS AND ABILITIES

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### Design Research and HCI

- Knowledge of theories and history of interaction/industrial/graphic design
- Knowledge of HCI/design theories, visualization techniques, evaluation methods
- Ample experience in focus groups, usability testing, playtests, in-depth interview, survey design

### Information Visualization & Interaction Design

- Prototyping with Processing, Arduino, Flash ActionScript 2&3, PHTML/JavaScript/jQuery, PHP/MySQL
- Visual design for website, prints, and interactive web-based applications

### Communication Skills

- Worked in and led interdisciplinary teams of developers, visual designers, writers and marketers
- Produced technical reports on user research, information architect, UI design/localization guide
- Fluent in English and Korean, basic knowledge in French

## EDUCATION

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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

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*

## PROFESSIONAL EXPERIENCE

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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)

## ACADEMIC EXPERIENCES

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

### *Instructor*

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*

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*

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, online education site design and development

## PUBLICATION

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### 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.

### 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.