

Laewoo (Leo) Kang

Independent HCI¹ researcher, multi-media artist, PhD

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Based in Ithaca, New York

EDUCATION

- **Cornell University**; Ithaca, NY (2022)

Ph.D. in Information Science / minor in STS²

Dissertation Title: Improvisation and Aesthetic Engagement For HCI

- **New York University**; New York, NY (2011)

Master of Professional Studies in ITP³ at Tisch School of the Arts

Dissertation Title: I Want To: Interactive Installation for Exploring Our Desire

- **KAIST**⁴; Daejeon, Korea (*one semester; left to pursue graduate studies in the U.S.*, 2009)

Master of Science at the Graduate School of Culture Technology

- **Hongik University**; Seoul, South Korea (*2008, dual major in B.S and B.F.A*)

Bachelor of Science in Electrical and Electronic Engineering, School of Engineering

Bachelor of Fine Arts in Digital Media Design, School of Design and Media

Dissertation Title: Electrical Engineering for Interactive Media Art

EMPLOYMENT

- **July 2025 – July 2026** Furniture and Lighting Production Associate, Mackenzie-Childs, Aurora, NY. Production of furniture and lighting with hands-on fabrication and assembly.

- **March 2025 – June 2025** Artist-in-Residence, Media Arts Collective + Resource Exchange (MACRE), Ithaca, NY. Designed website, logo, and visual identity for a community-based media arts organization.

- **July 2024 – January 2025** Founder & Operator, Online Used Musical Instrument Store (Self-Employed). Managed advertising, sales, shipping, and customer service; completed 50+ transactions with a 5.0/5.0 average rating (36 customers).

- **May 2023 – July 2024** Postdoctoral Researcher, Information Science, Cornell University, Ithaca, NY. Led art-based research project “Undercurrent” on creative reuse of e-waste for interactive media art and nonlinear STEM learning.

¹ Human-Computer-Interaction

² Science and Technology Studies

³ Interactive Telecommunications Program

⁴ Korea Advanced Institute of Science and Technology

- **2013 – 2016** Art-Based Ethnographic Researcher, Intel Science and Technology Center (ISTC) for Social Computing. Conducted ethnographic and artistic research on e-waste reuse for interactive media art.
- **2011 – 2012; 2017 – 2020** Teaching Assistant, Information Science, Cornell University. Supported instruction, labs, and student projects in information science and design-oriented courses.
- **2008** Research Assistant (Music Technology), KAIST, Daejeon, South Korea. Assisted research on music technology and digital sound systems.
- **2003 – 2004** Programmer and Designer, Bank-On, South Korea (alternative military service). Developed secure online banking systems with a focus on usability and interface design.
- **2002 – 2003** Web Programmer and Designer, Barun InfoTech, Seoul, South Korea (alternative military service). Built web services including Four Pillars of Destiny tools, mind-mapping applications, and an intranet messenger.

ACADEMIC LEADERSHIP & SERVICES

- Associate Chair, ACM⁵ CHI⁶, 2023 & 2025 (Design)
- Associate Chair, ACM DIS⁷, 2023 (Theory)
 - * Led the peer-review process, coordinated reviewers, and made acceptance recommendations for the world's premier Human-Computer Interaction conference.
- Peer Reviewer, HCI related conferences and journals, including NIME, CHI, TEI, DIS, C&C, NordiCHI, TECHNE, 2012 – present

SOCIAL SERVICES

- Volunteer Manager, Artist-in-Incubator Program, Media Arts Collective + Resource Exchange (community-based art hub), Ithaca, NY. March 2025 – Feb 2026
- Volunteer (Facilities & Cleaning), Loaves and Fishes (Ithaca-based nonprofit community kitchen), Ithaca, NY, July 2024 – April 2025.
- Volunteer Photographer, Ithaca Underground (nonprofit arts organization), Ithaca, NY, 2020 – 2021.
- Volunteer Social Worker, Hongik Social Volunteers, Ulaanbaatar, Mongolia, 2005. Designed computational drawing classes sponsored by Wacom.
- Volunteer Social Worker, International Work Camp (IWC), Kundapura, India, 2004. Supported Manasa Jyothi Dumb & Deaf Disabled Society, a low-income special-needs school.

⁵ Association of Computing Machinery

⁶ Computer–Human Interaction

⁷ Designing Interactive Systems

- Military Service (Mandatory, 3 years), Republic of Korea. Served as skilled industrial personnel in computing and design, Seoul, South Korea, 2001 – 2003.

RESEARCH PUBLICATION

PEER-REVIEWED CONFERENCE PUBLICATIONS

- Kang, Laewoo, Steven J. Jackson, and Trevor Pinch. “The Electronicists: Techno-Aesthetic Encounters for Nonlinear and Art-Based Inquiry in HCI.” Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2022.
- Kang, Laewoo, and Steven J. Jackson. “Tech–Art–Theory: Improvisational Methods for HCI Learning and Teaching.” Proceedings of the ACM on Human-Computer Interaction (PACM HCI), Vol. 5, CSCW1, 2021, Article 1–25.
- Kang, Laewoo, Steven J. Jackson, and Phoebe Sengers. “Intermodulation: Improvisation and Collaborative Art Practice for HCI.” Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2018. (Best of CHI – Honorable Mention)
- Houston, Lara, Steven J. Jackson, Daniela K. Rosner, Syed Ishtiaque Ahmed, Meg Young, and Laewoo Kang. “Values in Repair.” Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2016.
- Jackson, Steven J., and Laewoo Kang. “Breakdown, Obsolescence, and Reuse: HCI and the Art of Repair.” Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2014. (Best of CHI – Honorable Mention)

JOURNAL & MAGAZINE ARTICLES

- Kang, Laewoo, and Steven J. Jackson. “Collaborative Art Practice as HCI Research.” Interactions, Vol. 25, No. 2, 2018, pp. 78–81.

PEER-REVIEWED CONFERENCE PUBLICATIONS (EXTENDED ABSTRACTS)

- Kang, Laewoo Leo. “Lady Bugs: Collaborative Interface for Exploring Creative Error and Uncertainty.” Companion Proceedings of the ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW). ACM, 2023.
- Kang, Laewoo. “Intermodulator: Interactive Audio-Visual System for Collaborative Improvisation.” Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2018.
- Kang, Laewoo. “I Want To: Interactive Installation for Exploring Our Desire.” Proceedings of the International Conference on Tangible, Embedded, and Embodied Interaction (TEI). ACM, 2018.
- Kang, Laewoo. “Echo(): Listening to the Reflection of Obsolete Technology.” Companion Proceedings of the ACM Conference on Designing Interactive Systems (DIS). ACM, 2017.

- Kang, Laewoo. "Breaking AndyWall: Transgressive and Playful Exploration on the Dynamic Role of Users in Art and Design." Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2016.
- Kang, Laewoo, Tazoo Park, and Steven J. Jackson. "Scale: Human Interactions with Broken and Discarded Technologies." Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2014.
- Kang, Laewoo, Tianyuan Gu, and Geri Gay. "Harmonic Paper: Interactive Music Interface for Drawing." Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2013.
- Cheng, Justin, Laewoo Kang, and Dan Cosley. "Storeys: Designing Collaborative Storytelling Interfaces." Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM, 2013.
- Cho, Taemin, Jon Forsyth, Laewoo Kang, and Juan P. Bello. "Time-Varying Delay Effects Based on Recurrence Plots." Proceedings of the International Conference on Digital Audio Effects (DAFx), 2011.
- Kang, Laewoo, and Hsin-Yi Chien. "Hé: Calligraphy as a Musical Interface." Proceedings of the International Conference on New Interfaces for Musical Expression (NIME), 2010.

TEACHING EXPERIENCE (Cornell University)

- Media Art Practice for HCI (INFO 6400) 2015-19, main lecturer, independent studies
- Tech-Art-Theory (INFO 6400), 2013, main lecturer, studio-based HCI class
- Introduction to Rapid Prototyping and Physical Computing (INFO 4320), TA, 2019-20
- Designing Technology for Social Impact (INFO 4240), TA, 2021, 2019-17
- Teams and Technology (INFO 4430), TA, 2016-15
- Human-Computer Interaction Design (INFO 3450), TA, 2020
- New Media and Society (INFO 3200), TA, 2012
- Intermediate Design and Programming Web (INFO 2300), TA, 2018-16
- Introductory Design and Programming for the Web (INFO 1100), TA, 2011

SOLO ART EXHIBITION

- 'Electronics on Canvas', MACRE, Ithaca, NY (June 2025)
- 'Another Day', Community Arts Partnership ArtSpace, Ithaca, NY, USA (Feb 2016)
- 'Breaking AndyWall', Gallery Planet, Seoul, Korea (Aug 2015)
- 'Scale⁸', The Olive Tjaden Gallery, The Tjaden Hall, Ithaca, NY, USA (Jan 2014)
- 'I Want To', The Olive Tjaden Gallery, The Tjaden Hall, Ithaca, NY, USA (Feb 2013)
- '100 Desires to See the Sky', Rand Hall, Ithaca, NY, USA (Oct - Dec 2012)

⁸ This work is produced in the collaboration with Tazoo Park and Steven Jackson

GROUP EXHIBITION, PERFORMANCE, DEMO (selected)

- 'Call+ Response', MACRE Ithaca, NY (Sep 2025)
- 'Three Philosopher', NIME 2023, Mexico City, Mexico (May 2023)
- 'Intermodulator', The Cherry Art Gallery, Ithaca, NY (Sep 2022)
- 'Three Philosophers' and The Electronicists, The Loft, Ithaca, NY (March 2019)
- 'Intermodulator', CHI 2018, Societe Des Arts Technologique, Montreal (April 2018)
- 'I Want To', TEI 2018, Stockholm Kulturhuset, Sweden (March 2018)
- 'echo() II', DIS 2017, Edinburgh, Scotland (June 2017)
- 'Inter-modulator' in Powerdove's concerts, Ithaca and Brooklyn (Nov 2016, Jan 2017)
- 'Breaking AndyWall', CHI 2016, the gallery Works, San Jose, CA (May 2016)
- 'echo' & 'Breaking AndyWall' in The Electric Golem's concert, Ithaca, NY (Jan 2016)
- 'Scale', CHI 2014, Metro Convention Center, Toronto, Canada (April 2014)
- 'Scale', The World Maker Faire, New York Hall of Science (NYSCI), New York, NY, USA (Sep 2013) - (* 4 Blue Ribbon, editor's choice award *)
- 'I Want To', The World Maker Faire, New York Hall of Science (NYSCI), New York, NY, USA (Sep 2012) - (* 4 Blue Ribbon Award, editor's choice *)
- 'I Want To', iConference, Marriott Hotel, Toronto, Canada (Feb 2012)
- 'One Second', NIME(ITP) 2010 , Glasslands Gallery, Brooklyn, NY (Dec 2010)
- 'He', ReNew Digital Art Festival , Copenhagen, Denmark (May 2010)
- 'He', NIME Conference 2009, Sydney, Australia (June 2010)

SCHOLARSHIP AND AWARD (selected)

- Community Artist Grant Award, MACRE and PhotoSynthesis Productions (2025)
- Honorable Mention (best paper nomination award), CHI (2018)
- Intel Science and Technology Center (ISTC) for Social Computing Graduate Research Award (2013 - 2016)
- 4 Blue Ribbons Award (editor's choice) in the World Maker Faire (2014)
- Honorable Mention (best paper nomination award), CHI (2014)
- 4 Blue Ribbons Award (editor's choice) in the World Maker Faire (2013)
- Tisch School of the Art Scholarship, New York University (2009-2011)
- KAIST Scholarship, Culture Technology Department, KAIST (2009)
- Hongik Scholarship, Hongik University (2006, 2007)

BOOK

- 'Hello India', Laewoo Kang, Travel Essay, Editor, ISBN: 9788992037242, Dec 2007 (* Best Seller, Feb 2008 in Naver Books , Included in South Korean middle school textbook *)
- 37 Secrets of Photoshop Masterpiece, Kang et.al, Tutorials, Info & Culture, ISBN: 8956742758, Oct 2005

SKILLS

- Research: Ethnography, Interview-based Qualitative Research focused on Human-Computer Interaction, Art-Technology, Computational Creativity
- Writing: Theory Writing, Academic Writing, Technical and Engineering Writing
- Software and Hardware Engineering: C++, Java, Arduino, Raspberry Pi, Analog Circuit Design, HTML/CSS, PHP
- Videography and Editing: Final Cut Pro, 360-Degree Camera
- Sound Design and Editing: Logic Pro X, Software and Hardware Synthesizers
- Photography: Analog and Digital Production
- Craft/ Making: Woodworking, Handcraft, Laser Cutting, CNC, 3D Printing
- Painting: Oil, Acrylic, Enamel Painting
- Teaching: Engineering and Computing for Non-STEM Practitioners
- Emerging Tools: AI-assisted creative and research tools