

SOL KANG

Product Designer

thesol.me 

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PROFILE

Expertise in crafting intuitive, user-centered AI-powered experiences. Proven track record in designing and testing B2B SaaS solutions and AI apps.

EDUCATION

Simon Fraser University

M.Sc., Interactive Arts & Technology
Surrey, BC, Canada | GPA 4.07/4.33

Tufts University

B.Sc., Cognitive Brain Sciences
& Architectural Studies (Double Major)
Medford, MA, USA | GPA 3.89/4.00
Graduated summa cum laude

SKILL

Design

Figma	Framer
Illustrator	XD
AutoCAD	Photoshop
3dsMax	Google Suite
Unity	Inventor

Method

Prototyping	Wireframing
A/B Testing	Card Sorting
Journey Map	Storyboarding
Questionnaire	Interview
Usability Testing	Heuristic Analysis

Programming

Python	JavaScript
jQuery	HTML/CSS
R	JSON

AWARD

SFU Graduate Fellowship

Surrey, BC, Canada | March 2023; May 2024

Tufts Architectural Studies Prize

Medford, MA | May 2022

Tufts UI/UX Competition Winner

Medford, MA | Oct 2019

LANGUAGE

Fluent	English	Korean
Conversational		French

WORK

Product Designer | Homeware Lab

Surrey, BC, Canada (Remote) | Sep 2022 - Aug 2024

Designed an LLM-powered web app Quologue, which gamifies the way users engage with their e-book highlights through keyword-based interactions with generative AI, while collaborating closely with 2 engineers for the deployment (Work published at ACM CHI '24)

Conducted an 8-week user testing with 10 participants, including 3 rounds of interviews, demonstrating that Quologue's design across mobile and web platforms enhanced users' interactions with e-book highlights, leading to more enjoyable, reflective, and personalized experiences than traditional e-reading apps

UX Intern | Advisor360°

Weston, MA, USA | May 2022 - Aug 2022

Created wireframes, task flows, and prototypes of a new AI-powered interactive dashboard for client and advisor management used by financial advisors, which innovates data visualization experience for 85% of target users

Examined the UX viabilities of the AI dashboard feature aimed at crafting custom visuals through natural language, which prevents users from exporting data to external software

VR Design Researcher | Tufts Human-Robot Interaction Lab

Medford, MA, USA | Jun 2021 - May 2022

Executed UX research involving 235 participants in a VR warehouse environment, assessing the impact of robot design features on perceptions of robot collaborators across 3 experiments

Produced Unity keyframe animations including the virtual robots for the experiments, enabling participants to rate their trust in a robot

UX/UI Design Intern | Minimap

New York City, NY (Remote), USA | May 2020 - Jun 2020

Designed a high-fidelity prototype of a chat feature in a social media app, enabling quick social event creation through polls and eliminating the need for users to switch between platforms

Conducted comprehensive user research through 4 in-depth interviews, competitive analysis, and journey mapping sessions, uncovering critical pain points that informed design iterations

PROJECT

gutMate: Food tracking app for IBD patients

Designed a mobile app that helps inflammatory bowel disease patients automatically log their meals through AI image recognition without manually entering

Directed usability testing with 5 participants to enhance the presentation of alternative options for AI-predicted food recognition, improving user awareness and control of the system

Emotional analysis for interactive installation

Led a design research initiative at the Tufts HCI lab for an installation translating textual input from user speech into emotional analyses (Work published at ACM Multimedia '21)