

JAEKYUN KANG

Sunnyvale, CA

LinkedIn: [linkedin.com/in/kangjaekyun/](https://www.linkedin.com/in/kangjaekyun/)

Portfolio: <https://www.kangjaekyun.com/>

TECHNICAL SKILLS

- **Software:** C#, Unity, C++/C, Python, Arduino, Protopie, Figma, Fusion360, VRED
 - **Hardware:** Arduino, HoloLens (AR), Oculus (VR), Raspberry Pi, Kinect, 3D Printer
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PROFESSIONAL EXPERIENCE

Rivian | Lead UX Prototyper | Palo Alto, CA

Jan 2022 – Present

- Collaborated on hardware and software integration in Vehicle UX team with UX/UI designers.
- Contributed significantly to the **R2/R3 Haptic steering wheel** project by conceptualizing the design and leading the end-to-end prototyping, which will be featured in new models in 2026.
- Involvement in the VR simulator project, which simulates vehicle experiences in VR/AR environment, incorporating physical steering, pedals and functional UIs.

Infosys | UX Engineer, Prototyper | Palo Alto, CA

July 2016 – Dec 2011

- 5+ years of experience in prototyping (software & hardware), UX design and development of various VR/AR interactive demos with multiple designers, developers and clients.

Disney Research | Lab Associate (Unity Engineer) | Pittsburgh, PA

May 2015 - Aug 2015

- Developed a VR interactive haptic feedback game called **Po2 for 2015 SIGGRAPH Emerging Technology** using Unity, Oculus Rift DK2, Kinect v2, Arduino and BLE.
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EDUCATION

Master of Entertainment Technology in ETC, Carnegie Mellon University (Pittsburgh, PA)

May 2016

Bachelor of Engineering in Global Media, Soongsil University (Seoul, South Korea)

Aug 2014

- Relevant Coursework: Algorithm, Data Structure, Computer Graphics, Design Human Centered Software
 - Applied Gadgets Sensors and Activity Recognition, Physical Computing
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ACADEMIC PROJECT

VR Rehearsal | Producer & UX Engineer

May 2016

Google cardboard application to help people practice public speech in the VR environment

- Worked UX research, UX design, A/B Testing and developed application using Unity and Google Cardboard SDK with 3 engineers and 2 designers.
- Provided real-time and post feedback based on user's performance (eye gaze and fluency of speech).

The Dialogue Between Drawing Machines + Human Ambience | Hardware Engineer

Sep 2015

Collaboration with University of Michigan Taubman College of Architecture and Urban Planning

- This project explores the dichotomy and synthesis of the interaction between programmed movement and human interaction through automated and sensory technology.
- Integrated hardware such as Arduino, sensors (light, motion, distance and vibration) and actuators.

Building Virtual World | Platform & Woodshop TA, Unity Engineer

Dec 2014

ETC first semester course that interdisciplinary teams build interactive games and contents

- Developed interactive games/contents with artist, sound designer and manager.
 - Showcase in 2015 GDC Alternative Controller Exhibition
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AWARDS & CONFERENCE

Google Select Award – Technical Excellence, Global Game Jam in Pittsburgh

Jan 2016

Po2-Augmented Haptics for Interactive Gameplay, ACM SIGGRAPH 2015 Emerging Technology

Jul 2015

Alternative Controller Exhibition, GDC (Game Developers Conference)

Mar 2015

South Korea Government Scholarship, Korea Creative Contents Agency

2014 - 2016