

## **Helen W. Kang**

**Address:** 463 S. Rexford Dr. Apt 304 Beverly Hills, CA 90212

**Phone:** (765) 532-9369 **e-mail:** helenwkang@gmail.com **Portfolio:** <http://www.helenwkang.com>

**U.S. Citizen**

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### **Qualification Profile**

To obtain a position as a Researcher with qualification of results-driven and performance-focused professional with extensive experience in all aspects of User Experience research, visual perception cognitive psychology, and computer graphics technology. Well-versed in gathering, analyzing, and synthesizing data to improve product design and usability. Skilled at performing in-depth research, as well as investigating trend behaviors and motivations. Adept at overseeing the iterative designs process within an Agile product lifecycle environment and performing usability testing.

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### **Education**

- Ph.D in Technology Purdue University, West Lafayette, Indiana May, 2010
  - Specialized in User Experience Research, Instructional Design, Applied Graphics & Technology
- M.S. in Applied Graphics & Technology Purdue University, West Lafayette, Indiana May, 2007
  - Specialized in Instructional Design, Applied Graphics & Technology
- B.S. in Computer Graphics Technology Purdue University, West Lafayette, Indiana May, 2004
  - Specialized in Computer Animation and Computer Information Systems
- Certification: EPIC CADENCE, PRELUDE, AMBULATORY, EPIC BEACON, PMP (In Process)

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### **Professional Experience**

#### **Application Specialist**

**August 2015 to Present**

*Cedars-Sinai Health System, Beverly Hills, California*

\* Performs advanced level design, build, and implementation of the projects based on expert knowledge of UX research and operational requirements. \* Participates in re-engineering of operational workflow processes with end-users/business owners. \* Manages and coordinates the QA configuration and user acceptance testing by collaboration with various application teams. \* Provides high-level expertise in user design integration and touch points with other application modules. \* Responsible for managing upgrade for Ambulatory and Oncology applications with user and system analysis. \* Identifies gaps between the current and the ideal user experience to drive innovation focus and purpose. \* Provides mentorship to companies that are participating in the Cedars-Sinai TechStar program including knowledge in healthcare and product development for various practices.

#### **Lead UX Researcher**

**November 2012 to August 2015**

*University of Chicago Medical Center, Chicago Illinois*

\* Formulated systems scope and objectives relative to the organization business plan and industry requirements. \* Served as a project lead to provide technical guidance concerning the business implication of various systems. \* Utilized concept of usability research and analysis to optimize the system and process lifecycle for the end users. \* Devised and/or modified procedures to solve complex technical problems related to user experience limitations, operation time, and desired results. \* Delivered emerging technology and methodology of user interface, usability, and customer satisfaction measurement to stakeholders. \* Collaborated with other business associates and subject matter experts to understand the end users' needs as well as assess the work to meet aggressive deadlines. \* Evaluated system levels for UX interfaces for the system upgrade and written task case scenarios for User Acceptance Testing. \* Worked in agile research and development environment and continuously provided input and iteration as needed.

#### **UX Researcher**

**May 2011 to November 2012**

*Community Foundation of Northwestern Indiana, Inc. (CFNI) & Methodist Hospital, Indiana*

\* Applied usability design principals and interaction design to a healthcare industry setting in an effort to optimize the end user experience with enterprise level applications. \* The institution's workflow navigation schemes have been modified as result of this effort, and the new design will be implemented for other external users. \* Designed and implemented the system by customizing the design application for end users. \* Configured complex searching functionality with context-specific instructions. \* Used comprehensive rules-based conditions within the system to accommodate needs of users. \* Created and managed realistic project plans for product launch. \* Constructed task and adoption session for stakeholders prior to product testing. Provided user-centric support by integrating scenario-based script and user interface design concepts.

**Postdoctoral Researcher**      *Purdue University, West Lafayette, Indiana*      **May 2010 to April 2011**

\* Designed and executed research studies in the areas of visualization, applied graphics, and Science, Technology, Engineering, and Mathematics (STEM). \* Responsible for development and assessment of instructional technology interface by utilizing Human Computer Interaction and ADDIE design method for publicly and privately funded research projects. \* Analyzed and interpreted data for various research projects (quantitative and qualitative studies). \* Designed and conducted user-centered qualitative research by leading focus groups and usage analysis on end users in China. \* Published and participated in conference proposals, proceedings papers, and journal articles. \* Responsible for writing public and private grant proposals to secure external funding. \* Supervised and mentored graduate and undergraduate students in conducting usability research and design as related to human perception and cognition. \* Invited guest lecturers to graduate level courses to discuss topics in emerging technology, newly released usability research methods, and solutions to optimize end user experiences with interaction design.

**NSF-GK12 Visiting Scientist**      **May 2008 to May 2010**

*National Science Foundation (NSF), Washington, D.C. & Purdue University, West Lafayette, Indiana*

\* Responsible for implementing *inquiry learning* as a learning method to engage and promote users in continuing education. \* Responsible for training instructors in the use of technology as it fits user-centric research method for learning environments. \* Developed innovative mathematics curriculums based on state standards using emerging technology and user interaction. \* Operated as a professional consultant and resolved technical issues when stakeholders had difficulty integrating interactive technology to its full potential in the learning environment. \* Provided various solutions and interactive design to engage learning opportunity for users. Invited to Harbin and Nanjing, China, as an interactive and usability technology professional and demonstrated effective methods to integrate *inquiry learning* and technology into learning environments.

**Graduate Teaching Instructor**      *Purdue University, West Lafayette, Indiana*      **August 2005 to May 2010**

\* Primary consultant and contact for students. \* Mentored undergraduate students and assisted them with homework and projects. \* Made modifications to course materials as related to learning theory and Human Computer Interaction. \* Evaluated students' projects and provided appropriate feedback. Responsible for laboratory activities and software demonstrations (Adobe Creative Suites). \* Assisted with daily lectures and conducted regular surveys to evaluate the course. \* Proctored and developed exams in order to evaluate students' learning throughout the course.

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**Computer Experiences**

Computer Software: Adobe Creative Suites (Acrobat, Photoshop, InDesign, Illustrator, Flash, After Effects, Premiere), Macromedia Freehand, Sound Forge, Vegas, QuarkExpress, DreamWeaver, Maya Alias, Microsoft Products (PowerPoint, Word, Excel, Access), EPIC (Ambulatory, Cadence, Prelude & Beacon)  
Programming Language: HTML/CSS, C++, ActionScript, Visual Basic, SQL, SAS, SPSS

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**Publications:** for detailed listing of publications and information, check <http://www.helenwkang.com>

- Kang, H. W., & Mohler, J. L. (In review). The effectiveness of spatial visualization training for students with and without attention deficit hyperactivity disorder (ADHD). *Journal of Special Education Technology*.
- Kang, H. W., Choi, S., Mohler, J. L., Chen, Y., Zheng, C. (2011). A qualitative study examining the spatial ability phenomenon from the Chinese student's perspective. *Engineering Graphics & Design*, 75(2).
- Kang, H. W., Mohler, J. L., Chen, Y., Zheng, C. (In review). Validating the Purdue Spatial Visualization of Rotations Test in China. *Engineering Graphics & Design*.
- Kang, H. W., Zentall, S.S. (2011). Computer-generated geometry instruction for students with and without hyperactive and inattention: A preliminary study. *Educational Technology Research and Development*. DOI: 10.1007/s11423-011-9186-5.

REFERENCES AVAILABLE UPON REQUEST