

KAORU SEKI

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ABOUT ME

My research focuses on designing data-driven pedagogical systems that integrate emerging technologies like AI and VR to enhance learning. I aim to design technologies accessible that empower all the stakeholders to engage quitably in diverse educational contexts.

EDUCATION

M.S. in Human-Centered Computing | May 2024- December 2025

University of Maryland, Baltimore County

Master Thesis: “Student-Driven Policy Recommendations for Integrating AI in a Design Classroom”

B.A. in Business Technology Administration | May 2021- May 2024

University of Maryland, Baltimore County

Magna Cum Laude

WORK EXPERIENCE

Graduate Research Assistant |September 2024 -Present | UMBC Baltimore, MD

- Led three-part participatory design workshops and semi-structured interviews with 9 students from the graduate design studio course to inform student-driven AI policy recommendations
- Created interview protocol, collected and analyzed qualitative data (audio recording), such as thematic analysis and affinity diagramming
- Redesigned user interfaces of generative AI technologies to improve learning outcomes in design education
- Presented findings to diverse stakeholders, including faculty and administrators across UMBC campus

HCI Research Assistant |February 2024 - Present | UMBC Imaging Research Center, Baltimore MD

- Investigate how sensemaking and learning occur within our immersive VR application called System Exploration and Engagement Environment (SEEE).
- Capture and edit video recordings of participant interactions within VR to analyze human behavior, focusing on how users navigate, respond, and engage with the virtual environment.
- Conduct data collection through video sampling, participant interviews, and observational methods to build insights on user behavior patterns.
- Analyze collected data to identify key behavioral trends, which inform recommendations for enhancing user experience within VR systems.

SKILLS

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|-------------------------|----------------------------------|---------|-------------------|
| • Qualitative analysis | • Participatory design workshops | • Figma | • Time-Management |
| • quantitative analysis | • User Interview | • Canva | • Problem-Solving |

CERTIFICATION

- CAPM (Certified Associate in Project Management), 2025