Kevin Nam
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kevinntoast.github.io

Summary of Skills

- Expertise in Quantitative Statistical analysis with R, Excel, and SPSS on large datasets
- Experience with UI and UX design
- Programming Languages: C#, C++, Python, R
- Relational Databases such as MySQL and PostgreSQL
- Game engines such as Unity and Godot
- Github version management
- Fluent in both English and Korean

Professional Experience

UX Researcher, WhatIsland Networks   **06/2022 - Present**

Technologies: Unity, Python, R, SQL, HTML, Figma

- Contributed to and worked on game development process by identifying problems in the user experience through user studies to make changes to games with research findings
- Collaborated with Artist and Engineers for UX and UI design for mobile game applications
- Conducted observational and survey research and gathered data efficiently through rotating groups, saving 2 extra weeks of development and allowing for faster progress through design iterations
- Generated UX key development insights within 1 week of data availability, allowing for fast artist and engineer handoff
- Drafted and prepared detailed reports, technical documents, and communicated insights to stakeholders and management, increasing budget availability
- Led the UX Design team to build and develop UX/UI menu flow through experimentation to increase accessibility

Lead Researcher and Instructor, University of California   **08/2020 - 06/2022**

Technologies: Python, Unity, C#, SPSS, Excel, GitHub

- Designed experiments, analyzed data, and communicated findings through verbal and written presentations
- Designed and developed experiment in Unity for VR testing for human problem solving
- Implemented clustering, regression, and decision tree models to analyze and simulate human decision-making and implemented them into algorithms
- Exceeded time expectations for onboarding into GitHub Python code base development and debugging, continuing on to overtake responsibilities for maintaining and documenting for open source publishing
- Led regular and efficient meetings online and in-person leading to one more journal submission/month for each labmate
- Utilized strong project management skills to ensure the on-time completion of deliverables
- Maintained database and conducted statistical analysis using SPSS, Excel, and Python
- Managed and taught classes of 20-30 students on advanced statistics and analysis, and Psychology
- Held office hours and maintained responsiveness with students, with an average of 3% higher performance on exams
- Quickly adapted teaching curriculum and activities for weekly discussion sections.

Researcher and Lab Lead, Yonsei University 08/2018 - 05/2020

Technologies: Python, R, MATLAB, SPSS, Excel

- Delivered mentorship and support to seven new researchers over a period of two years, including advising and leading study groups focused on Python and MATLAB
- Spearheaded the design, conceptualization, and initiation of three experiments consisting of 300+ participants for data collection; organized and analyzed data to generate insights
- Presented research findings at the Psychonomics Conference with 2.4K+ attendees
- Gathered and implemented feedback on experiments to ensure optimal outcomes and quality
- Developed an experimental design and analysis template for MATLAB, Python and R, saving 100+ hours of coding time for future researchers that is still used currently in the lab

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Education

Master of Science in Computer Science, Georgia Institute of Technology 01/2024 - Present
Human Computer Interaction

Master of Science in Cognitive Science, University of California, Irvine 08/2020 - 06/2023
Machine Learning and Bayesian Cognitive Modeling

Master of Arts in Psychology, Yonsei University 08/2018 - 06/2020
Cognitive Psychology

Bachelor of Arts in Cognitive Science, University of California, Berkeley 08/2013 - 06/2018
Brain Computer Science

Projects and Publications

Traveling Salesperson Problem With Simple Obstacles: The Role of Multidimensional Scaling (Computational Brain and Behavior, 2022) - https://doi.org/10.1007/s42113-022-00155-0
- Designed, developed, and moderated remote experiment collecting behavioral and model data from five participants and analyzing data through regression and classification
- Utilized Bayesian statistical analysis framework to identify individual differences in participant solutions
- Programmed and performed comparative analysis to improve and measure model solutions
- Implemented Machine Learning for human patterns in problem solving to reinforce model decisions

Feedback on Categorical Judgment Can Induce Resilience to Concept Boundary Change - https://doi.org/10.31234/osf.io/9qa7b
- Evaluated and identified behavioral changes through biased exposure to stimuli and learning changes through exposure by moderating lab tasks for 51 subjects; processed data using R and Excel
- Prepared and delivered an oral and poster presentation to 200+ individuals at various conferences, resulting in long-term engagement and communication surrounding the research topic

Neural Network for Checkmates Using Pattern Recognition
- Implemented PyTorch in Computer Vision project for recognizing checkmate opportunities through image representations of chess boards
- Codified and translated dataset size of 2000+ entries from chess.com into machine learning algorithm with one-hot coding

Commission Illustrator
- Manage, organize, and automate commission workflow for myself and other artists to make commission management more efficient in Trello
- Experience with art fundamentals through experience of Photoshop, Illustrator, and Live2D rigging with illustrations, character art, emote commissions, and other projects