





Hello! My name is Jihun Kang.

I became a designer to help people.

I hope to change the world little by little by designing with the intent of helping people with their health, whether it be mental, physical, or emotional.

Additionally, I love to illustrate, take photos, and make vlogs in my free time.

:-)





























umu

Bench that connects long distance loved ones.

Year	Fall 2020
Role	Whole Project
Fabrication	Wood working, Arduino

A bench that simulates spending time "together" with long distanced loved ones when they physically cannot be together. They can store activities that they like doing together, for example: reading, eating, watching videos, lounging around, etc.

umu is a bench that connects long distance loved ones.

Each person will have a bench in their home.

When one of them sits on their bench, the other's bench will light up to indicate that they are there. This will encourage the user to also take a break "alongside" their loved one to simulate spending time "together" when they physically cannot be together. They can store activities that they like doing together, for example: reading, eating, watching youtube, lounging around, etc.

Takeaway: This was my first furniture piece. Worked in the woodshop and learned a lot about different fabrication processes such as lathing, drilling, routers, etc. Also worked with coding and soldering.

5_{/21}

- Started out 2D ideating different multifunctional stools and joinery because I have never done either and wanted to explore something new.
- Created full size sketch model based on the small one to see how it would come together with real materials.





- Learned advanced lathing techniques to fabricate the legs.
- Used soldering and Arduino coding to get the LED strip lights to dim and glow.













- 1. Get activity you do with loved one
- 2. Sit down on bench
- 3. Trigger loved ones bench

- 4. Loved one sees bench light glow
- 5. Loved one also sits on bench
- 6. Both are spending physical time together



Sitting on one of the benches will signal the lights in the other bench. The LED strips emit a soft glow so that it is not distracting to the other person if they are too busy to take the time to relax with their loved one.

I hand knitted the seat cushions so that it has a more tangible aesthetic.





Rounded dowel ends to create a soft and cute overall aesthetic. Used fish mouth joinery to fit the smooth, round aesthetic while also being functional. Rounded arm cushion that is studry enough to lean on without worrying about it collapsing. Knitted seat cushion with memory foam inside for a comfortable and warm sitting experience. Tambour door for easy access to the inside storage while also being a simple solution to the issue of maintaing the aesthetic and having a sliding door function over a corner. Covered the sides and top lap table with felt to create a soft look.

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• Part of the design brief was that the bench would be comfortable enough to sit in 3 different positions while working and resting.











Year	Spring 2020
with	Ellen Ren, Andrew Lee
Role	Research, Ideation, Render, Presentation

A sleeping compartment kit that would give astronauts in future spacecrafts their own personal space to rest, sleep, and do their own activities. The BFG Sleeping Compartment Kit is a sleeping compartment that has been designed in collaboration with NASA Johnson Space Center for future spacecrafts that do not have enough space for permanent crew compartments. This was a 3 person group project with myself (Jihun Kang), Ellen Ren, and Andrew Lee.

We had equal roles in sketching, prototyping, rendering, and presentation.

Takeaway: Learned how to work in a group and for a client, sew using industrial sewing machine, design for human scale, and successfully transition from an in-person collaboration to online collaboration.

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- Creating basic big volumes to test the most ideal shape for compartment and had participants give us feedback.
- Also created Acoustic Multipurpose Transfer Cargo Bag (AMCTB) to play with the material and dimensions of the bag to get to our final design



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21/₂₁

- One of the design brief requirements was that astronauts needed a work space and light so on the left is a pull out laptop holder and a gooseneck light above it.
- Right image is a 3D render of the door open, showcasing the AMCTBs being used as not only the basis of the kit but storage as well.









03 Hexcord

A sculptural powerstrip.

Year	Spring 2019
with	Whole Project
Fabrication	Chipboard

A powerstrip that can be displayed scupturally instead of being hidden away with its mess of cords.



Hexcord is a power strip that is not only functional but also sculptural to keep your workspace clean and aesthetic.

Takeaway: Learned how to conduct user tests and integrate the feedback into my design iterations as well as use foam to create models.



• The prompt was to ideate inconveniences in our lives that we can design for. These are the inconveniences I came up with for this project.







Clarice Chang (28) High School Teacher



Leon Lee (33) High School Teacher



Chris Choi (21) College Student



ITL (Richard, Scott, Ted) Pratt Interdisciplinary Tech Lab

"I trip over it from time to time." "There's a critical spread between the plugs." "Why does it have to lay on the ground?" "It's just a rectangular prism with a bunch of plugs.."

• Interviews conducted on people who have messy cable management.

- Left image is ideation sketches of different configurations of the Hexcord design.
- Right image are 3D sketch models of the different designs. The Macbook charger's placement is put at different places to see which place is the best fit for the weight.



Prototype #1



Prototype #2











Wrap the wires around the receptacles in order to keep the power strip neat.

One of the receptacles can come apart to act as a plug and an on/off switch.

You can hang it on the wall near your workspace to elevate the aesthetics as well as keep your wires organized.





Smart system to prevent rock climbing injuries.

Year	Fall 2019
with	Whole Project
Fabrication	3D print, sewing

dyno is a smart system that allows rock climbers to track the 4 points on their bodies that are most prone to injury— shoulder, elbow, fingers, and feet. dyno is a smart system that allows rock climbers to track the 4 points on their bodies that are most prone to injury— shoulder, elbow, fingers, and feet. By tracking these points, climbers can know when and not to push themselves to their limits by using capacitive touch and body motion sensor.

I narrowed in on the shoe component of this system because it is often the most neglected part of a climber's climbing experience/health.

Takeaway: Learned how to do on-site research, interviews, use adobe xd to create app design, and learn the basics of how to fabricate a shoe by using a sewing machine and 3D printing an outsole.



- Sketches of different shapes of ٠ climbing shoes.
- Trying to figure out different designs to ٠ incorporate the technology into the shoe designs.

Sketches of different wearable ٠ technologies to track different points of the body using capacitive touch.



Common Rock Climbing Injuries



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Shoulder Impingement:

shoulder pain caused by connective tissue (a tendon) rubbing constantly on a shoulder blade



Osteoarthritis: type of arthritis that occurs when flexible tissue at the ends of bones wears down



Tennis Elbow: an irritation of the

the forearm muscle to the elbow



Finger Pulley: overuse/pulling on tendon between finger



Bunion:

bony bump that forms on the joint at the base of the big toe due to constant bumping and rubbing



Ligament Injury: ligaments are strained when the joint is stressed beyond its normal range



Calcaneous fracture: a break of the calcaneus (heel bone)

Data Map





- Fabrication process from the 1st prototype to the last.Revisions were based on aesthetic and comfortability of the shoe.



dyno strap tech



Exploded View

Pedot.pss string to calibrate capacitive touch

man-made conductive string-- with stretch
can detect capacitive touch and collect data whenever there is a stretch

> Processor / - collects data from pedot.pss - uploads to the cloud











Smart system to prevent rock climbing injuries.

Year	Fall 2020
with	Abhipsha Ray
Role	Graphic design Prototyping

Ruhe is a therapeutic coffee table book that has tactile textures and olfactory stimulators that will instill a sense of calm and tranquility in users who are in need of "me" time. Ruhe is a therapeutic coffee table book that has tactile textures and olfactory stimulators that will instill a sense of calm and tranquility in users who are in need of "me" time.

When readers are finally able to take a break from a strenuous day, flipping through, touching, and smelling Ruhe is almost like doing nothing at all.

This was a partnership with Abhipsha Ray and I. I did most of the graphic design and physical prototyping.

Takeaway: I learned how to use Kickstarter and potentially launch my own project. Also learned how to create a paper product with 3D elements embedded into it. Additionally learned how to do calculate costs and manufacturing as well as reaching out for sourcing quotes.







- We wanted to create a traveling experience because we stayed indoors for a year due to quarantine.
- These are the different places and textures we designed for the book.





KICKSTARTER ASK

KICKSTARTER X Ruhe

KICKSTARTER LAUNCH

50 LIMITED EDITION BOOKS PUBLISHED

TOTAL RETAIL BUDGET : 50X120= \$6000.00

REWARD GIFT BAGS 100X4.00 + SHIPPING = \$500 50X3.00 + SHIPPING = \$300

MARKETING = \$2000

DISTRIBUTION = \$1000

\$10,000

pledged of \$10,000 goal

30

days to go

Back This Project







(0) drop

Wallet sized card that will test water potability.

Year	Fall 2019
with	Tong Shen Maggie Peter Songyun Daisy
Role	Graphic design Sketching

drop is a speculative portable water purity tester that will help inform people of whether or not their water is potable. drop is a speculative portable water purity tester that will help inform people of whether or not their water is potable.

We designed a data system as well as the product, app, and website.

This was a 6 person group project.

My role: sketching and graphic design.

Takeaway: Learned how to create a clean and personal logo specific to a brand image, design app interface along with a physical product, and work together in a 6 person group project.



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- I designed the user flow, app graphics, and wireframes.
- Additionally I came up with the color palette and font choice of the whole project.



Education

Pratt Institute (Brooklyn, NY) Sept 2017 - May 2021 Bachelors of Industrial Design President's List Honors 2017-2020, Presidential Merit Scholarship 2017-2021 GPA: 3.8

Experience

Toymail 3D Design Intern Sept 2020 - Dec 2021

Design multiple products through researching, hand sketching, 3D modeling and rendering, and making presentations.

Bandofest Mentee July 2020 - August 2020

KRNB (Korean RnB) Shoes is a Summer 2020 footwear design project I worked on with the help of an industry professional, Yurri Mial, a Senior footwear designer at Under Armor.

Rapid Protoyping Monitor Sept 2019 - Dec 2020

Helped students problem solve when students had complicated designs to cut.

Freelance Designer + Photographer 2016 - present

- Designed websites for restaurants and non-profit organizations
- Designed posters and brochures for events

Photography

Illustration

Korean

• Took engagement, graduation, and prom photography

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I have a wide variety of interests regarding design: industrial, graphic, and photography. I hope to be able to make products that will "spark joy" in people's lives. :-)

Skills	Softwares	Adobe Suite: Illustrator Photoshop Lightroom After Effects Premiere Solidworks		Keyshot Sketchbook Pro Onshape Fusion 360 Rhino HTML CSS
	Other skills	Hand sketching Rapid Prototyping Graphic Design	Hobbies /Interests	Typography Lettering Food

Hello! I'm Jihun Kang

Shoes

Traveling



Photography

Works by Jason Chen, Kippy Rivera, Jihun Kang, Trung





Thanks!! Let's Keep in Touch!

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