Xindi Kang

Beijing / Guangzhou, China | Santa Barbara, CA, USA
✉ cindykang95@gmail.com / xindikang@hkust-gz.edu.cn | ⌂ xindik.github.io (CN) | kangxindi.com (US)

Education

Media Arts and Technology, University of California Santa Barbara　*Santa Barbara, CA, USA*
MASTER'S DEGREE　*2018 - 2021*
- Committee: Prof. JoAnn Kuchera-Morin (Chair), Prof. Alan Liu, Prof. Lisa Jevbratt

Art, University of California Santa Barbara　*Santa Barbara, CA, USA*
BACHELOR'S DEGREE　*2013 - 2017*
- Medium: Oil Painting and Creative Coding

Research Interest

Interactive Media Art, Narratives in Virtual Reality, Content Creation for Immersive Environments

Research Experience

Allosphere Research Group - Media Arts and Technology, UC Santa Barbara　*Santa Barbara, CA, USA*
SUPERVISOR: PROF. JOANN KUCHERA-MORIN　*2024*
- Information available upon request

Computational Media and Arts - Hong Kong University of Science and Technology　*Guang Zhou, China*
SUPERVISOR: PROF. VARVARA GULJAJEVA　*2023*
- writing publications on interactive media art projects
- Set up LAION data set for face recognition project
- more information available upon request

WE1S Research Group, Research Center for Digital Humanities - UC Santa Barbara　*Santa Barbara, CA, USA*
SUPERVISOR: PROF. ALAN LIU, PROF. DAN BACIU　*2018 - 2020*
- Designed a web-based interactive geographic information system allowing users to intuitively explore data output from large language models

Experimental Visualization Lab - Media Arts and Technology, UC Santa Barbara　*Santa Barbara, CA, USA*
SUPERVISOR: PROF. GEORGE LEGRADY　*2016 - 2017*
- Created computational photography project prototypes in Processing by experimenting with style transfer and animation
- Organized visual materials and designed catalog for James Bay Creek photography projects

Publications

FORTHCOMING

Oscilla, Blending the Semiotics of Voice in Human and Machine Through Interactive Experience

ACCEPTED

Kang, X., Huang, X., Song, M., Guljajeva, V. and Kuchera-Morin, J. 2024. Interdisciplinary Translations: Sensory Perception as a Universal Language in Interactive Media Art. The 29th International Symposium on Electronic Art (ISEA), Jun 2024, Brisbane, Australia.

CONTRIBUTED

Song, M., Kang, X., Guljajeva, V. 2024. *The First Room*: An artistic expression combining traditional Chinese I-Ching culture and EEG technology

Guljajeva, V. & Canet Sola, M.. 2024. *We Are The Clouds*: Blending Interaction and Participation in Urban Media Art

D. Englmeier, J. Dörner, A. Butz and T. Höllerer, "A Tangible Spherical Proxy for Object Manipulation in Augmented Reality," 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Atlanta, GA, USA, 2020, pp. 221-229, doi: 10.1109/VR46266.2020.00041.

Baciu, Dan C. 2023. "Causal Models, Creativity, and Diversity." Humanities and Social Sciences Communications 10(1):134.
https://doi.org/10.1057/s41599-023-01540-1.

Baciu, Dan.C. 2020. Cultural life: Theory and empirical testing. Biosystems. Volume 197, 104208, ISSN 0303-2647
https://doi.org/10.1016/j.biosystems.2020.104208

Baciu, Dan C. 2020. Is "cultural Life" a Form of Life?. OSF Preprints.
https://doi.org/10.31219/osf.io/896wb

Exhibitions

GROUP SHOWS

2022(Scheduled). *Oscilla*, Interactive Media Theater, The Wolf Museum of Exploration, Santa Barbara, CA, USA

2019. *Oscilla*, M.A.D.E, Media Arts and Technology End of Year Show, Santa Barbara, CA, USA

2019. *Oscilla*, Vector Hack, The Santa Barbara Center for Art Science and Technology, Santa Barbara, CA, USA

2018. *Pneumatically Actuated Soft Robotic Hand*, Invisiible Machine, Media Arts and Technology End of Year Show, Santa Barbara, CA, USA

PERMANENT EXHIBIT

Oscilla, the Santa Barbara Museum of Sensory and Movement Exploration, Santa Barbara, CA, USA

Professional Experience

2023	**Research Assistant**, Computational Media and Arts, Hong Kong University of Science and Technology (Guangzhou, China)
2022	**Software Interaction Design, Digital Marketing**, Percent Technologies, Beijing, China
2021	**Technical Support**, Arts Virtual Gallery, University of California Santa Barbara, Santa Barbara, CA, USA
2018	**Curator, Organizer**, Invisible Machine, MAT End of Year Show, University of California Santa Barbara, CA, USA
2017	**Project Management Intern (Summer)**, ABB Group, Beijing, China
2015	**User Experience Group Intern (Summer)**, GfK Market Research, Beijing, China

Teaching

2020 Fall	**Introduction to Data Science**, Dept. of Computer Science, University of California Santa Barbara	*Santa Barbara, CA*
2019 - 2020	**Introduction to Art and Science**, Arts Dept., University of California Santa Barbara	*Santa Barbara, CA*
2018 - 2019	**Creative Programming**, Arts Dept., University of California Santa Barbara	*Santa Barbara, CA*

Talks and Conference Presentations

2024. Conference Presentation: *Interdisciplinary Translations: Sensory Perception as a Universal Language in Interactive Media Art*, the 29th International Symposium on Electronic Art (ISEA), Jun 21–29, 2024, Brisbane, Australia

2021. Master's Presentation: *Translating Between Art and Technology Through Interactive Visualizations*, Media Arts and Technologies Program, UC Santa Barbara, CA, USA

2020. Conference Presentation: *Artwork Demonstration - Oscilla*, Alliance of Women in Media Arts and Science, UC Santa Barbara, CA, USA

2020. Talk: *GeoD, an Interactive Visualization for the Geographical Distribution of Topics Models*, Dept. of Geography, UC Santa Barbara, CA, USA