

NAMKYU YEO

DESIGNER & CREATIVE TECHNOLOGIST

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PROFILE

Designer and creative technologist building AI interfaces, installations, and experimental software. Uses design, code, and prototyping to test how technologies shape interaction, behavior, and judgment, and to explore AI as a tool, collaborator, performer, and subject.

EXPERIENCE

Soft Coding Club (SCC) | Founder & Program Lead Jun 2026 - Present

- Founded and lead a creative-coding community exploring code as a medium for design and artistic experimentation; develop programs, organize public events, and connect designers, developers, and artists through hands-on projects.

KAIST Visual Instruments Lab | Undergraduate Researcher Dec 2025 - Present

- Conduct design research and prototyping at the intersection of visual systems, interaction, computation, and emerging technologies under Prof. E Roon Kang.

Korea Design Membership Plus (KDM+) | Designer, 7th Cohort Apr 2026 - Present

- Selected for an industry-academic design program; collaborated with LG Electronics on the 'Next Product Design Solution' project through product research, concept development, and prototyping (Jun - Sep 2026).

KAIST Industrial Design Student Council | President Feb - Dec 2024

- Led council operations and represented Industrial Design students across departmental initiatives.

KAINURI (KAIST Official Student Ambassadors) | Official Student Ambassador Mar 2022 - Feb 2024

- Designed and executed six educational camps; facilitated 40+ campus tours and mentoring sessions.

SELECTED PROJECTS & COMMUNITY WORK

Claude Pin | UX Feature Concept for Claude 2026

- Explored a context-preserving knowledge workflow for Claude, allowing users to isolate a valuable sentence while retaining a direct link to the originating conversation and the reasoning behind the insight.

NodePrompt | AI Interface / Experimental Software 2026

- Explored a non-linear approach to prompting, treating interaction with AI as a spatial and visual process rather than a conventional sequential text exchange.

f(g)=ma | Creative Tool / Software Experiment 2026

- Developed an experimental interface exploring how computational rules can become materials for creative expression.

see-saw | Interactive Installation 2026

- Created an installation that uses interaction to question how participation, visibility, and institutional contexts shape the meaning of an artwork.

SCC Free Exhibition | Organizer, Exhibitor & Digital Designer Sep 1 - 3, 2026

- Organized a free exhibition at KAIST; presented two works, including see-saw; designed the exhibition identity; and independently designed and built the web-based exhibition guide.

AWARDS

Daejeon Design Award (DDA) - Finalist | DIDP, Sep 2026

AI Creative Challenge - Grand Prize | DIDP, Aug 2025

EDUCATION

KAIST | B.S. in Industrial Design Mar 2023 - Feb 2028 (Expected)

SKILLS

Design: AI Interaction, Product Design, UI/UX, Installation, Graphic Systems | **Technology:** JavaScript, HTML/CSS, Creative Coding, Prototyping | **Practice:** Research, Concept Development, Event & Program Development, Cross-disciplinary Collaboration