

JOHN JOON YOUNG CHUNG

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EDUCATION

University of Michigan *September 2018 - Present*
Ph.D. in Computer Science and Engineering

Seoul National University *March 2011 - February 2017*
B.S. in Electrical and Computer Engineering - Summa Cum Laude. *Overall GPA: 4.12/4.3*
Ranked 3rd place from the top among 174 students in own dept. *Major GPA: 4.14/4.3*

TECHNICAL STRENGTHS

Computer Languages C/C++, MATLAB, C#, Python, Javascript, Java
Software & Tools HTML, LaTeX, Excel, Unity

EXPERIENCE

Kixlab, KAIST *April 2017 - July 2018*
Research Intern *Mentor : Juho Kim*

Working as a full-time intern with research focus on crowdsourcing and education.

Data Science Laboratory, Seoul National University *January 2016 - June 2016*
Graduation Project *Mentor : Sungho Yoon*

Built a classifier designed to identify musical instruments in audio files using a recurrent neural network model

Korean Air Force *January 2013 - January 2015*

Discharged with the rank of sergeant

AWARDS AND HONORS

CSE fellowship, University of Michigan *September, 2018*
Covering monthly stipend, tuition, and required fees for twelve months. (\$81,100)

Best Paper Runner-Up Award [P1] *October, 2017*
At Conference on Human Computation and Crowdsourcing (HCOMP): Human Computation for Image and Video Analysis Workshop. (GroupSight 2017)

Graduation Award given by Alumni Association of College of Engineering, Seoul National University
February 2017
An award given to those who ranked in top 4% in own dept.

Information Science and Culture Project Exhibition Awards of Seoul National University for 2nd Semester of 2016 *December, 2016*
Awards for projects done in courses of Department of Information Science and Culture. Received 2nd place prize and a popularity award with a horror game **Epilepsy**.

Anyang Super Rookie Festival *October, 2016*
A festival for digital applications and games. Received a special award with a rhythm puzzle game **Mae**.

Writing in Science & Technology Research Competition *December, 2015*
Developed a mail sorting system. Received a prize for encouragement.

National Scholarship for Science and Engineering
Undergraduate scholarship for 8 semesters. (24,727,000 won)

March, 2011 - February 2017

PUBLICATION

Posters, Demos, and Workshop Papers

[P3] **Exprgram: A Language Learning Interface for Mastering Pragmatic Competence**,
Kyung Je Jo, **John Joon Young Chung**, Juho Kim,
CHI 2018 Late-Breaking Work.

[P2] **Collaborative Crowdsourcing Between Experts and Crowds for Chronological Ordering of Narrative Events**,
John Joon Young Chung, Joseph Jay Williams, Juho Kim,
HCI Korea 2018 Poster.

[P1] **Exprgram: A Video-based Language Learning Interface Powered by Learnersourced Video Annotations**,
Kyung Je Jo, **John Joon Young Chung**, Juho Kim,
HCOMP 2017 GroupSight.

Best Paper Runner-up Award

ACADEMIC SERVICES

Reviewer

CSCW 2018 - Review Mentoring Program

Mentor : Shion Guha

SIGCHI Korea Local Chapter - Local Co-chair

April, 2018

ACADEMIC MENTORING

Kammeran Barnes (University of Michigan)	Fall 2018
Fuhu Xiao (University of Michigan)	Fall 2018
Nicholas Recker (University of Michigan)	Fall 2018
Peter Dukes (Michigan Technological University)	Fall 2018
Manav Rao (IIT Delhi)	Summer 2018
Hyoungcheol Moon (KAIST)	Fall 2017

EXTRA-CURRICULAR

Ludum Dare 41 April 2018
Developed **Stutter**, a game about struggles that a kid with a speech disorder has, at international Ludum Dare game jam. Participated as a scenario writer, contents designer, composer, and sub-programmer. Ranked 276th in mood(9%), 668th in Innovation(22%), and 926th in Overall(30%), among 3049 submissions.

Busan Indie Connect Festival 2017 September 2017
Exhibited **Surplus**, a puzzle game that makes a duckling escape from a meat factory. Participated as a programmer and a game designer.

Game Jam: Art, Politics and Digital Games January 2017
Developed **Let's Party**, a politics related game with theme of Utopia at a game jam held by Goethe Institut. Participated as a programmer, a game designer, and a composer.

Busan Indie Connect Festival 2016 September 2016
Exhibited **Mae**, a rhythm-inspired puzzle game. Participated as a programmer and a game designer.

Band Liberalia September 2012 - December 2016
Played and composed music as a guitarist. Released single **Reign Over**.