

# JOHN JOON YOUNG CHUNG

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## EDUCATION

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<b>University of Michigan</b> Ph.D. in Computer Science and Engineering	<i>September 2018 - Present</i> Advisor : Eytan Adar
<b>Seoul National University</b> B.S. in Electrical and Computer Engineering - Summa Cum Laude. Ranked 3rd place from the top among 174 students in own dept.	<i>March 2011 - February 2017</i> Overall GPA: 4.12/4.3 Major GPA: 4.14/4.3

## EXPERIENCE

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<b>Creative Intelligence Lab, Adobe</b> <i>Research Intern</i> Built a live streaming communication tool that allows visual communication from many viewers to a streamer.	<i>May 2020 - August 2020</i> <i>Mentor : Rubaiat Habib</i>
<b>Kixlab, KAIST</b> <i>Research Intern</i> Working as a full-time intern with research focus on crowdsourcing and education.	<i>April 2017 - July 2018</i> <i>Mentor : Juho Kim</i>
<b>Data Science Laboratory, Seoul National University</b> <i>Graduation Project</i> Built a classifier designed to identify musical instruments in audio files using a recurrent neural network model	<i>January 2016 - June 2016</i> <i>Mentor : Sungroh Yoon</i>

## AWARDS AND HONORS

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<b>2019 UTC Outstanding Student of the Year Award</b> Student of the year selected by University Transportation Centers. (\$1000 prize)	<i>January, 2020</i>
<b>Honorable Mention Award [C1]</b> CSCW 2019; among the top 5% of all submissions	<i>November, 2019</i>
<b>CSE fellowship, University of Michigan</b> Covering monthly stipend, tuition, and required fees for twelve months. (\$81,100)	<i>September, 2018</i>
<b>Best Paper Runner-Up Award [P1]</b> At Conference on Human Computation and Crowdsourcing (HCOMP): Human Computation for Image and Video Analysis Workshop. (GroupSight 2017)	<i>October, 2017</i>
<b>Graduation Award</b> <b>Alumni Association of College of Engineering, Seoul National University</b> An award given to those who ranked in top 4% in own dept.	<i>February 2017</i>
<b>Information Science and Culture Project Exhibition Awards</b> <b>Seoul National University</b> 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 <b>Epilepsy</b> .	<i>December, 2016</i>
<b>Anyang Super Rookie Festival</b> A festival for digital applications and games. Received a special award with a rhythm puzzle game <b>Mae</b> .	<i>October, 2016</i>
<b>Writing in Science &amp; Technology Research Competition</b> Developed a mail sorting system. Received a prize for encouragement.	<i>December, 2015</i>

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

March, 2011 - February 2017

## PUBLICATION

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### Conference and Journal Papers

**[C4] Beyond Show of Hands: Engaging Viewers via Expressive and Scalable Visual Communication in Live Streaming,**

**John Joon Young Chung**, Hijung Valentina Shin, Haijun Xia, Li-Yi Wei, and Rubaiat Habib Kazi,

*In Proceedings of the ACM/SIGCHI Conference on Human Factors in Computing Systems - CHI2021.* (26.3% acceptance rate) (to appear)

**[C3] Personalizing Ambience and Illusionary Presence: How People Use Study with Me Videos to Create Effective Studying Environments,**

Yoonjoo Lee, **John Joon Young Chung**, Jean Y. Song, Minsuk Chang, Juho Kim,

*In Proceedings of the ACM/SIGCHI Conference on Human Factors in Computing Systems - CHI2021.* (26.3% acceptance rate) (to appear)

**[C2] C-Reference: Improving 2D to 3D Object Pose Estimation Accuracy via Crowdsourced Joint Object Estimation,**

Jean Y. Song, **John Joon Young Chung**, David F. Fouhey, and Walter S. Lasecki,

*Proceedings of the ACM on Human-Computer Interaction - CSCW2020.*

**[C1] Efficient Elicitation Approaches to Estimate Collective Crowd Answers,**

**John Joon Young Chung**, Jean Y. Song, Sindhu Kutty, Sungsoo Hong, Juho Kim, and Walter S. Lasecki,

*Proceedings of the ACM on Human-Computer Interaction - CSCW2019.* (31% acceptance rate)

🏆 **Honorable Mention Award (top 5%)**

### Posters, Demos, and Workshop Papers

**[P5] Towards Instantaneous Recovery From Autonomous System Failures via Predictive Crowdsourcing,**

**John Joon Young Chung**, Fuhu Xiao, Nikola Banovic, Walter S. Lasecki,

*UIST 2019 Poster.*

**[P4] Accident Prevention with Predictive Instantaneous Crowdsourcing,**

**John Joon Young Chung**, Fuhu Xiao, Nicholas Recker, Kammeran Barnes, Nikola Banovic, Walter S. Lasecki,

*CHI 2019 Workshop on Looking into the Future: Weaving the Threads of Vehicle Automation.*

**[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**

## TEACHING

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### Graduate Student Instructor

**Human-Computer Interaction (UMich EECS598-002), with Nikola Banovic**  
29 students.

Fall 2020

## ACADEMIC SERVICES

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### Reviewer

CHI 2020, CHI2021

CHI 2019, 2020 Late Breaking Work

CSCW 2020, CSCW2021

CSCW 2019 Poster

UIST 2020

MobileHCI 2020

WWW 2020

CSCW 2018 - Review Mentoring Program

*Mentor : Shion Guha*

**SIGCHI Korea Local Chapter** - Local Co-chair

April, 2018

## SELECTED PRESS COVERAGE

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**UM professor combines human, artificial intelligence to make autonomous vehicles safer**

Michigan Radio

March, 2019

## ACADEMIC MENTORING

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Manav Rao (IIT Delhi)

Summer 2018

Hyoungcheol Moon (KAIST)

Fall 2017

## TECHNICAL STRENGTHS

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**Computer Languages**

C/C++, MATLAB, C#, Python, Javascript, Java

**Software & Tools**

HTML, LaTeX, Excel, Unity, Ableton, Processing

## NON-RESEARCH EXPERIENCES

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**Band Liberalia**

September 2012 -

Play and compose music as a guitarist.

Released single **Reign Over**.

September 2016

Released single **Crave**.

December 2018

**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.