

# JOHN JOON YOUNG CHUNG

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## EDUCATION

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### University of Michigan

Ph.D. in Computer Science and Engineering

*September 2018 - Present*

Advisor : Eytan Adar

### Seoul National University

B.S. in Electrical and Computer Engineering - Summa Cum Laude.  
Ranked 3rd place from the top among 174 students in own dept.

*March 2011 - February 2017*

Overall GPA: 4.12/4.3

Major GPA: 4.14/4.3

## EXPERIENCE

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### Kixlab, KAIST

*Research Intern*

*April 2017 - July 2018*

*Mentor : Juho Kim*

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

### Data Science Laboratory, Seoul National University

*Graduation Project*

*January 2016 - June 2016*

*Mentor : Sungroh Yoon*

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

## AWARDS AND HONORS

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### 2019 UTC Outstanding Student of the Year Award

Student of the year selected by University Transportation Centers. (\$1000 prize)

*January, 2020*

### Honorable Mention Award [C1]

CSCW 2019; among the top 5% of all submissions

*November, 2019*

### CSE fellowship, University of Michigan

Covering monthly stipend, tuition, and required fees for twelve months. (\$81,100)

*September, 2018*

### Best Paper Runner-Up Award [P1]

At Conference on Human Computation and Crowdsourcing (HCOMP): Human Computation for Image and Video Analysis Workshop. (GroupSight 2017)

*October, 2017*

### Graduation Award

Alumni Association of College of Engineering, Seoul National University

An award given to those who ranked in top 4% in own dept.

*February 2017*

### Information Science and Culture Project Exhibition Awards

Seoul National University

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**.

*December, 2016*

### Anyang Super Rookie Festival

A festival for digital applications and games. Received a special award with a rhythm puzzle game **Mae**.

*October, 2016*

### Writing in Science & Technology Research Competition

Developed a mail sorting system. Received a prize for encouragement.

*December, 2015*

### 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

[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 - CSCW*. (accepted with minor revisions)

[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 - CSCW*. (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**

## ACADEMIC SERVICES

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### Reviewer

CHI 2020

CHI 2019, 2020 Late Breaking Work

CSCW 2020

CSCW 2019 Poster

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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## TECHNICAL STRENGTHS

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<b>Computer Languages</b>	C/C++, MATLAB, C#, Python, Javascript, Java
<b>Software &amp; Tools</b>	HTML, LaTeX, Excel, Unity

## NON-RESEARCH EXPERIENCES

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**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**.