JOHN JOON YOUNG CHUNG

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EDUCATION

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

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

EXPERIENCE

Naver AI Lab May 2021 - August 2021
Research Intern *Mentor : Minsuk Chang*

Building a Transformer driven creativity support application.

Creative Intelligence Lab, Adobe May 2020 - August 2020
Research Intern *Mentor : Rubaiat Habib*

Built a live streaming communication tool that allows visual communication from many viewers to a streamer.

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 : Sungroh Yoon*

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

AWARDS AND HONORS

2019 UTC Outstanding Student of the Year Award January, 2020
Student of the year selected by University Transportation Centers. ($1000 prize)

Honorable Mention Award [C1] November, 2019
CSCW 2019; among the top 5% of all submissions

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
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
Seoul National University 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   March, 2011 - February 2017
Undergraduate scholarship for 8 semesters. (24,727,000 won)

PUBLICATION

Conference and Journal Papers

[C6] PuzzleMe: Leveraging Peer Assessment for In-Class Programming Exercises,
April Wang, Yan Chen, **John Joon Young Chung**, Christopher Brooks, Steve Oney
Proceedings of the ACM on Human-Computer Interaction - CSCW2021.

[C5] The Intersection of Users, Roles, Interactions, and Technologies in Creativity Support Tools,
John Joon Young Chung, Shiqing He, Eytan Adar
In Proceedings of the ACM Designing Interactive Systems Conference - DIS2021. (27.7% acceptance rate)

[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)

[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)

[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

Graduate Student Instructor

Human-Computer Interaction (UMich EECS598-002), with Nikola Banovic	Fall 2020

29 students.

ACADEMIC SERVICES

Reviewer

CHI 2020, 2021	
CHI 2019, 2020, 2021 Late Breaking Work	
Creativity & Cognition 2021	
CSCW 2020, 2021	
CSCW 2018 - Review Mentoring Program	*Mentor : Shion Guha*
CSCW 2019 Poster	
DIS 2021	
MobileHCI 2020	
UIST 2020, 2021	
VL/HCC 2021	
WWW 2020	

Student Volunteer

DIS 2021
CSCW 2020

SIGCHI Korea Local Chapter - Local Co-chair	April, 2018

INVITED TALKS

AI-powered Creativity Support Tools for Art-making	
KAIST CS374 Intro to HCI	June, 2021

SELECTED PRESS COVERAGE

UM professor combines human, artificial intelligence to make autonomous vehicles safer	
Michigan Radio	March, 2019

ACADEMIC MENTORING

Manav Rao (IIT Delhi)	Summer 2018
Hyoungcheol Moon (KAIST)	Fall 2017

TECHNICAL STRENGTHS

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

NON-RESEARCH EXPERIENCES

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 disorber 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.