

# 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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### Naver AI Lab

*Research Intern*

*May 2021 - September 2021*

*Mentor : Minsuk Chang*

Building a Transformer driven creativity support application.

### Creative Intelligence Lab, Adobe

*Research Intern*

*May 2020 - August 2020*

*Mentor : Rubaiat Habib*

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

### 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

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

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### Conference and Journal Papers

#### [C9] TaleBrush: Sketching Stories with Generative Pretrained Language Models,

**John Joon Young Chung**, Wooseok Kim, Kang Min Yoo, Hwaran Lee, Eytan Adar, and Minsuk Chang,

*In Proceedings of the ACM/SIGCHI Conference on Human Factors in Computing Systems - CHI2022*. (Conditionally accepted with minor revision, with 12.5% acceptance rate)

#### [C8] Promptiverse: Scalable Generation of Scaffolding Prompts through Human-AI Knowledge Graph Annotation,

Yoonjoo Lee, **John Joon Young Chung**, Tae Soo Kim, Jean Y. Song, and Juho Kim,

*In Proceedings of the ACM/SIGCHI Conference on Human Factors in Computing Systems - CHI2022*. (Conditionally accepted with minor revision, with 12.5% acceptance rate)

#### [C7] FlatMagic: Improving Webcomic Flat Colorization through AI-driven Design for Professionals,

Chuan Yan, **John Joon Young Chung**, Kiheon Yoon, Yotam Gingold, Eytan Adar, and Ray Hong,

*In Proceedings of the ACM/SIGCHI Conference on Human Factors in Computing Systems - CHI2022*. (Conditionally accepted with minor revision, with 12.5% acceptance rate)

#### [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

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### Graduate Student Instructor

**Human-Computer Interaction (UMich EECS598-002)**, with Nikola Banovic Fall 2020  
 29 students.

## ACADEMIC SERVICES

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### Reviewer

CHI 2020, 2021, 2022  
 CHI 2019, 2020, 2021 Late Breaking Work  
 Creativity & Cognition 2021  
 CSCW 2020, 2021, 2022  
 CSCW 2018 - Review Mentoring Program *Mentor : Shion Guha*  
 CSCW 2019 Poster  
 DIS 2021  
 IUI 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

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

## 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)  
Hyoungcheol Moon (KAIST)

Summer 2018  
Fall 2017

## 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, 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.