

JOHN JOON YOUNG CHUNG

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EDUCATION

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

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

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

Conference and Journal Papers

- [C5] **The Intersection of Users, Roles, Interactions, and Technologies in CreativitySupport Tools**,
John Joon Young Chung, Shiqing He, Eytan Adar
In Proceedings of the 2020 ACM Designing Interactive Systems Conference - DIS2021. (27.7% acceptance rate) (to appear)
- [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 Kuttty, 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
29 students.

Fall 2020

ACADEMIC SERVICES

Reviewer

CHI 2020, 2021
CHI 2019, 2020, 2021 Late Breaking Work
Creativity & Cognition 2021
CSCW 2020, 2021
CSCW 2018 - Review Mentoring Program
CSCW 2019 Poster
DIS 2021
MobileHCI 2020
UIST 2020
WWW 2020

Mentor : Shion Guha

SIGCHI Korea Local Chapter - Local Co-chair

April, 2018

SELECTED PRESS COVERAGE

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

March, 2019

ACADEMIC MENTORING

Manav Rao (IIT Delhi)
Hyoungcheol Moon (KAIST)

Summer 2018
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 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.