

JOHN JOON YOUNG CHUNG

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EDUCATION

University of Michigan

September 2018 - Present

Ph.D. in Computer Science and Engineering

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

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

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 given by 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 of Seoul National University for 2nd Semester of 2016

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

[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 - CSCW. To be presented at CSCW 2019: ACM Conference on Computer-Supported Cooperative Work and Social Computing.

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

Reviewer

CSCW 2019 Poster

CHI 2019 Late Breaking Work

CSCW 2018 - Review Mentoring Program

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

Kammeran Barnes (University of Michigan)

Fall 2018

Fuhu Xiao (University of Michigan)

Fall 2018

Nicholas Recker (University of Michigan)

Fall 2018

Peter Dukes (Michigan Technological University)

Fall 2018

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

NON-RESEARCH EXPERIENCES

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**.