JOHN JOON YOUNG CHUNG

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EDUCATION

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

TECHNICAL STRENGTHS

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

EXPERIENCE

Kixlab, KAIST   April 2017 - Present
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

Korean Air Force   January 2013 - January 2015

· Discharged with the rank of sergeant

AWARDS AND HONORS

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

Posters, Demos, and Workshop Papers

· [P3] Kyung Je Jo, **John Joon Young Chung**, Juho Kim, **Exprgram: A Language Learning Interface for Mastering Pragmatic Competence,** In Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI), Montreal, Canada, 2018. (to appear)

· [P2] **John Joon Young Chung**, Joseph Jay Williams, Juho Kim, **Collaborative Crowdsourcing Between Experts and Crowds for Chronological Ordering of Narrative Events,** In Proceedings of HCI Korea, Jungsun, Republic of Korea, 2018.

· [P1] Kyung Je Jo, **John Joon Young Chung**, Juho Kim, **Exprgram: A Video-based Language Learning Interface Powered by Learnersourced Video Annotations,** In Proceedings of The Workshop on Human Computation for Image and Video Analysis (GroupSight), in conjunction with AAAI Conference on Human Computation and Crowdsourcing (HCOMP), Quebec, Canada, 2017. **(Best Paper Runner-up Award)**

EXTRA-CURRICULAR

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
Built **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 music as guitarist. Released single **Reign Over**.