

JOHN JOON YOUNG CHUNG

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EDUCATION

University of Michigan Ph.D. in Computer Science and Engineering	<i>September 2018 - Present</i>
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.	<i>March 2011 - February 2017</i> Overall GPA: 4.12/4.3 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 <i>Research Intern</i>	<i>April 2017 - July 2018</i> <i>Mentor : Juho Kim</i>
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Working as a full-time intern with research focus on crowdsourcing and education.

Data Science Laboratory, Seoul National University <i>Graduation Project</i>	<i>January 2016 - June 2016</i> <i>Mentor : Sungroh Yoon</i>
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Built a classifier designed to identify musical instruments in audio files using a recurrent neural network model

Korean Air Force Discharged with the rank of sergeant	<i>January 2013 - January 2015</i>
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AWARDS AND HONORS

CSE fellowship, University of Michigan Covering monthly stipend, tuition, and required fees for twelve months. (\$81,100)	<i>September, 2018</i>
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Best Paper Runner-Up Award [P1] At Conference on Human Computation and Crowdsourcing (HCOMP): Human Computation for Image and Video Analysis Workshop. (GroupSight 2017)	<i>October, 2017</i>
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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 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 .	<i>December, 2016</i>
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Anyang Super Rookie Festival A festival for digital applications and games. Received a special award with a rhythm puzzle game Mae .	<i>October, 2016</i>
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Writing in Science & Technology Research Competition Developed a mail sorting system. Received a prize for encouragement.	<i>December, 2015</i>
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National Scholarship for Science and Engineering
Undergraduate scholarship for 8 semesters. (24,727,000 won)

March, 2011 - February 2017

PUBLICATION

Posters, Demos, and Workshop Papers

[P4] **Accident Prevention with Predictive Instantaneous Crowdsourcing**,
John Joon Young Chung, Fuhu Xiao, Nicholas Recker, Kammeran Barnes, Nikola Banovic, Walter S. Lasecki,
CHI19 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

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

EXTRA-CURRICULAR

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**.