Stephen J Suen

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EDUCATION

Massachusetts Institute of Technology
B.S. in Comparative Media Studies
Graduated Jun 2015, GPA: 4.6/5.0

RELEVANT COURSEWORK

The Product Engineering Process
Toy Product Design
Game Design for Expression
Designing Interactions
User Interface Design
Software Studio
Data Storytelling Studio
Media Systems & Texts
News & Participatory Media
Qualitative Research Methods

ACTIVITIES & AWARDS

Burchard Scholars Program, UPOP
Google Journalism Fellowship
Discover Product Design
East Campus Web/CameraComm
The Tech, WMBR 88.1 FM

SKILLS

Development
HTML5, CSS3, SASS, LESS
JavaScript, jQuery, d3.js
Node.js, Express, Meteor, React
Ruby, Rails, Sinatra
Python, Django, Flask
PHP, Java, C#, Arduino, Unix, Git

Design
Adobe Creative Suite, Sketch
User research, UI/UX methods
Visualization, mapping/GIS
Graphic design, branding

Video/Animation
Final Cut Pro, Premiere, Flash

Languages
Cantonese, Mandarin

WORK EXPERIENCE

The Tech
Online Media Editor — Sep 2012 to Jun 2015

Coordinated news and interactive graphics teams to deploy data-driven stories and develop visualizations. Managed social media presence and digital strategy, doubling Facebook and Twitter followership. Led front-end development of website redesign.

Microsoft
Program Manager Intern — Jun 2014 to Aug 2014

Designed and wrote functional specs for Outlook Calendar UX. Created mockups and prototypes for user tests and weekly design crits. Coordinated with an engineer to implement features, including project planning and working with partner teams.

ProPublica
Google Journalism Fellow — Jun 2013 to Aug 2013

Produced interactive graphics as a transplant in ProPublica's news apps team, working on stories about NSA surveillance and unpaid internships. Contributed writing, code, design, and video editing.

Berkman Center for Internet & Society
Youth & Media Intern — Jun 2012 to Aug 2012

Coordinated ten interns in the analysis of focus group transcripts on teen information consumption. Provided writing, infographics, media production, and curriculum development.

Singapore-MIT GAMBIT Game Lab
Undergraduate Researcher — Feb 2012 to May 2012

Developed quests and AI behaviors for *Skyrim* using the game's modding toolset in order to explore the feasibility of procedural storytelling within the engine through proof-of-concept prototypes.

MIT Center for Civic Media
Undergraduate Researcher — Feb 2012 to May 2012

Designed visual identity and UI elements for Vojo, a community mobile blogging platform optimized for feature phones. Liveblogged ROFLcon and MIT-Knight Civic Media Conference.

21st Century Boy
Web Developer — Mar 2010 to Dec 2011

Oversaw two redesigns that grew the personal blog to a full-fledged news site driving 80,000 views/month. Maintained 21CB's technical aspects, including its custom Wordpress theme and plugins.