

Stephen J Suen

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EDUCATION

Massachusetts Institute of Technology

B.S. in Comparative Media Studies

Expected graduation: Jun 2015, GPA: 4.7/5.0

COURSEWORK

The Product Engineering Process

Toy Product Design

Game Design for Expression

Designing Interactions

User Interface Design

Software Studio

Data Storytelling Studio

News & Participatory Media

Qualitative Research Methods

ACTIVITIES & AWARDS

WMBR 88.1 FM, Discover Product Design,
Google Journalism Fellowship, Burchard
Scholars Program, Undergraduate Practice
Opportunities Program

SKILLS

Development

HTML5, CSS3, SASS, LESS

JavaScript, jQuery, d3.js

Node.js, Express, Meteor

Ruby, Rails, Sinatra

Python, Django, Flask

PHP, Drupal, Wordpress

Java, C#, Arduino, Unix, Git

Design

Adobe Creative Suite, Sketch

User research, UI/UX methods

Data viz, mapping, GIS

Graphic design, branding

Video/Animation

Final Cut Pro, Premiere, Flash

Languages

English, Cantonese, Mandarin

WORK EXPERIENCE

The Tech

Online Media Editor

Sep 2012 to Present

Coordinate news and interactive graphics teams to conceptualize and deploy data-driven stories. Develop visualizations and news applications. Manage social media presence and digital strategy.

Microsoft

Program Manager Intern

Jun 2014 to Aug 2014

Designed, prototyped, and wrote functional specs for UX features in Outlook Calendar. Managed an engineer in developing 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. 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 the video game *Skyrim* to explore the feasibility of procedural storytelling within the engine.

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. Liveblogger for 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 news site driving 80,000 views/month. Maintained technical aspects of the site, including its custom Wordpress theme and plugins.