# Stephen J Suen

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## EDUCATION

**Massachusetts Institute of Technology**
B.S. in Comparative Media Studies (CMS)
Expected graduation: Jun 2015, GPA: 4.7/5.0

### COURSEWORK

Computational Media Design, Qualitative Research, Civic Media, Media Systems & Texts, News & Participatory Media

Designing for People, Toy Product Design, Product Design, Designing Interactions

User Interface Design, Intro to Algorithms, Software Construction, Software Studio

### ACTIVITIES & AWARDS

WMBR 88.1 FM DJ — *Movies on the Radio*, Discover Product Design program mentor, Undergraduate Practice Opportunities Program, Burchard Scholars Program

### SKILLS

**Front-end development**
HTML, CSS, jQuery, d3.js, SASS, LESS, Bootstrap, Foundation

**Programming**
JavaScript, Python, Ruby, PHP, Java, C#, Arduino, SQL, Unix, Git

**Web frameworks**
Django, Drupal, Flask, Meteor, Rails, Sinatra, Wordpress

**Design**
Illustrator, Photoshop, InDesign, sketching, prototyping, dataviz, branding, user research

**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 long-term digital strategy.

**Microsoft**
Program Manager Intern                              Jun 2014 to Aug 2014

Designed, prototyped, and wrote functional specs for various UX features in Outlook Calendar. Managed an engineer in the development of these features.

**ProPublica**
Google Journalism Fellow                             Jun 2013 to Aug 2013

Produced interactive graphics as a transplant in ProPublica's news applications team. Contributed writing, code, design, and video work.

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

Coordinated ten interns in the qualitative analysis of focus group transcripts. Provided writing, infographic design, media production, and curriculum development.

**Singapore-MIT GAMBIT Game Lab**
Undergraduate Researcher                            Feb 2014 to May 2014

Developed a series of quests and AI behaviors for the video game *Skyrim* to explore the feasibility of procedural storytelling within the game engine.

**MIT Center for Civic Media**
Undergraduate Researcher                            Feb 2014 to May 2014

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