

Stephen J Suen

INTERNET CULTURE + INTERACTION DESIGN

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TWITTER GITHUB MOBILE ADDRESS

EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

B.S. in Comparative Media Studies (CMS), with additional coursework in computer science and product design

Expected Graduation: June 2015 | **Total GPA:** 4.5/5.0

Relevant Coursework

Computational Media Design, Designing for People, Toy Product Design, Designing Interactions, User Interface Design, Software Studio, Game Design for Expression, Intro to Game Design Methods*, Product Design*

Intro to Civic Media, Qualitative Social Science Methods, Media Systems & Texts*, News & Participatory Media*

*currently enrolled

SKILLS

Specialties: Sketching, rapid prototyping, user research, ethnographic methods, data visualization, UI/UX design, graphic design, branding, copywriting, social media

Technical: HTML, CSS, JavaScript, jQuery, D3.js, Leaflet, PHP, Wordpress, Drupal, Python, Django, Ruby, Sinatra, Rails, Git, Java, SQL, Arduino, Bootstrap, Foundation

Software: Adobe Creative Suite (Photoshop, Illustrator, InDesign, Flash, Premiere, After Effects), Final Cut Pro

Languages: English, Mandarin, Cantonese

OTHER INFORMATION

Activities: Discover Product Design, Undergraduate Practice Opportunities Program, WMBR 88.1 FM

Interests: Blogging, cooking, data science, design, film, gaming, internet culture, transmedia, typography, writing

WORK EXPERIENCE

PROPUBLICA

JUN 2013 - AUG 2013

Non-profit newsroom specializing in investigative, data-driven journalism.

Google Journalism Fellow

Produced interactive graphics in HTML/CSS/JS and Ruby as a transplant in the news apps team. Contributed writing, code, design, and video work.

THE TECH

SEP 2012 - PRESENT

MIT student newspaper, published biweekly with a readership of 21,000+.

Online Media Editor

Coordinate between the news department and interactive graphics team to conceptualize and deploy data-driven stories. Develop visualizations and news apps. Manage social media presence and digital strategy.

BERKMAN CENTER FOR INTERNET & SOCIETY

JUN 2012 - AUG 2012

Harvard Law School research center focused on the study of cyberspace.

Youth and Media Intern

Coordinated a team of ten interns in the qualitative analysis of focus group transcripts on teen information consumption. Provided academic writing, infographic design, media production, and curriculum development.

MIT CENTER FOR CIVIC MEDIA

FEB 2012 - MAY 2012

MIT Media Lab research group focused on studying and promoting civic engagement and political activism through the use of new media tools.

Undergraduate Researcher

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

SINGAPORE-MIT GAMBIT GAME LAB

FEB 2012 - MAY 2012

MIT video game R&D lab driven by the creation of playable prototypes.

Undergraduate Researcher

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

21ST CENTURY BOY

MAR 2010 - DEC 2011

Blog on politics, pop culture, and web trends in Asia. Currently on hiatus.

Web Developer

Oversaw two major redesigns that grew 21CB from a personal blog to an online venture driving 80,000 views/month. Maintained tech aspects of the user experience. Wrote stories on internet culture and global politics.