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

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
HTML5, CSS3, jQuery, d3.js, Leaflet, SASS, LESS, Stylus, 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 Present

Design, prototype, and write functional specs for various UX features in Outlook Calendar for devices. Manage 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.