

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, Discover Product Design, East Campus, Google Journalism Fellowship, Undergraduate Practice Opportunities Program, WMBR 88.1 FM

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

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 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. 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.