

stephensuen.com ssuen@mit.edu @s2tephen 805 252 4498

FRONT-END DEVELOPER / PRODUCT DESIGNER

#### EXPERIENCE

### The Tech Cambridge, MA

Online Media Editor — Sep 2012 to Jun 2015

Led the newspaper's interactive graphics team to develop visualizations and deploy online packages for data-driven news stories. Conducted internal hack nights and workshops in HTML/CSS/JS, d3.js, and web scraping. Launched the website's first redesign in nearly a decade as its sole designer and lead frontend developer, migrating from a legacy PHP CMS to a digital-first Rails app.

### Microsoft Redmond, WA

Program Manager Intern, Outlook — Jun 2014 to Aug 2014

Designed and wrote functional specs for UI/UX features in the Windows 10 Calendar universal app. Created animated mockups and C#/XAML prototypes for user testing and design crits. Coordinated with an engineer to implement the designs through sprint planning and collaboration with partner teams.

### ProPublica New York, NY

Google Journalism Fellow — Jun 2013 to Aug 2013

Produced online news graphics on NSA surveillance and unpaid internships as a part of ProPublica's news apps team. Designed and implemented a reusable lawsuit tracker in Sinatra, modules for a social media story-sharing platform in Rails, and a synchronized video transcript using JS and the YouTube API.

### EDUCATION

# Massachusetts Institute of Technology Cambridge, MA

B.S. in Comparative Media Studies, GPA: 4.6/5.0 — Class of 2015

Relevant Courses: The Product Engineering Process, Software Studio, Software Construction, Intro to Algorithms, User Interface Design and Implementation, Designing Interactions, Toy Product Design, Game Design for Expression, Qualitative Research Methods, Future of News and Participatory Media

#### SKILLS

# Development

HTML5, CSS3, SASS/LESS/Stylus, JavaScript, jQuery, d3.js Node.js, React, Express, Python, Django, Flask, Ruby, Rails, Sinatra PHP, Wordpress, Drupal, SQL, Java, C#, Arduino, Unix, Git

# Design / UI / UX

Sketch, Illustrator, Photoshop, visualization, animation, branding/identity Ethnographic research, storyboarding, rapid prototyping, user testing