

# ANNA WOORIM CHUNG

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*Digital Media Research & Design*

Portfolio: [annawchung.com](http://annawchung.com)

## EXPERIENCE

### MIT Media Lab - Center for Civic Media

*Research Assistant* September 2018 - Present

Investigating social media filtering practices and designing features for Gobo, a web app that allows users to control what appears in their social media feed

### Pomona Summer Undergraduate Research Program

*Research Artist* June 2017 - August 2017

Documented techniques of shooting & editing 360 media and created 360 photo series on *The Heidelberg Project*, an outdoor art installation in Detroit

### USC Institute for Creative Technologies -

#### Mixed Reality Lab

*Research Intern* June 2016 - August 2016

Prototyped a room-scale virtual environment for a VR proxemics study & redesigned an experimental WOZ interface for an interactive virtual human

### Harvey Mudd Computer Science Department

*Researcher* September 2016 - April 2017

Designed and published a research study qualitatively analyzing undergraduate students' understandings of common data structures

## INVOLVEMENT

### Anti-Eviction Mapping Project

Asian American Mentoring Program

*Developer*

*Mentor*

May 2018 - Present

August 2015 - May 2016

## PUBLICATIONS

**Chung, A.**, Shao, P., & Vasquez, A. (2017). Students' misconceptions about the types of values that data structures can store. *Journal of Computing Sciences in Colleges*. 32(4), 72-78.

## EDUCATION

### Massachusetts Institute of Technology

Cambridge, MA May 2020

M.S. in Comparative Media Studies

### Pomona College

Claremont, CA May 2018

B.A. in Media Studies

Computer Science minor

## SKILLS

### UX Research & Design

Proto.io, Balsamiq, Sketch, InDesign, Illustrator

### Data Visualization

d3.js, JavaScript, HTML/CSS

### VR & 360 Video

Premiere Pro, Unity3D, Mettle SkyBox 360,