

JEAN HO CHU

Digital Media
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RESEARCH INTEREST

Tangible and Embodied Interaction, User Experience, Interactive Narrative

EDUCATION

Digital Media Program in the *School of Literature, Media, Communication, Georgia Institute of Technology, Atlanta, GA*
Ph.D. Student in Digital Media, 2012-Present

Pratt Institute, Brooklyn, NY
MFA in Digital Arts, Interactive Media, 2008-2011

Seoul National University, Seoul, Korea
BFA in Fine Arts Painting, Dual Major BA Information and Multimedia Culture, 2004-2008

WORK EXPERIENCE

Graduate Teaching Assistant, Georgia Institute of Technology, Fall 2012-Current
LCC 2720 Principles of Visual Design (Undergraduate Course for Computational Media)
- Instructed on designing typography, logo, poster, and using graphic applications
- Fall 2012, Spring 2013, Fall 2014, Spring 2015

Graduate Research Assistant, Georgia Institute of Technology, Fall 2013, Spring 2014
-Worked as a graduate research assistant in Synlab. Design, research, and user testing of the system developed for a museum exhibit

Adjunct Professor, The College of New Jersey, Spring 2012
Web Design 2 (Undergraduate Elective)
- Instructed on using javascript and database for dynamic web design

Digital Design Intern, Fever Creative, New York, NY, 2012
- Designed and developed web services

Interactive Intern, Ceft and Company, New York, NY, 2011
- Designed assets for web advertisements

Graphic Design Intern, Sesame Workshop, New York, NY, 2009- 2010
- Reproduced Sesame Content to Flash Games for international production

PROJECTS

Embodied interactions for cultural museums, Georgia Tech and Ryerson University, 2015 Spring
Brainstorming and research for embodied interactions with cultural artifacts in museum exhibits

Mapping Place: Cultural Learning through a Tangible Tabletop, Georgia Tech, 2013 Spring – Fall 2014
Visual design, interaction design, research, and user testing for tangible tabletop for storytelling in a museum exhibition

Collaborative Learning Tabletop, Georgia Tech, 2013 Fall
Brainstorming and prototyping for a tabletop assisting primary school students and parents doing homework collaboratively

UTO: Haptic Interaction for Televised Interactive Narratives, Georgia Tech, 2013 Fall
Brainstorming, research, and interaction design for haptic experience with television like interactive narratives

PUBLICATIONS

Mapping Place: Supporting Cultural Learning through a Lukasa-inspired Tangible Tabletop Museum Exhibit
- Jean Ho Chu, Paul Clifton, Daniel Harley, Jordanne Pavao, Ali Mazalek, Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction. ACM, 2015.

Universal Threshold Object: Designing Haptic Interaction for Televised Interactive Narratives
- Jean Ho Chu, Paul Clifton, Hank Blumenthal, Abhishek Nandakumar, Balasubramaniam Ganapathi, Janet Murray, Ali Mazalek, *Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction*. ACM, 2015.

Designing Tangible Interface to Support Expression and Sensemaking of Interactive Narrative
-Jean Ho Chu, TEI Graduate Student Consortium 2015

HONORS AND AWARDS

Departmental Scholarship, Pratt Institute, Brooklyn, NY, 2008

PROFESSIONAL SERVICES

TEI Reviewer, 2014

Student Volunteer, SIGGRAPH, New Orleans, 2009

TOOLS

Design: Adobe Creative Suite (Photoshop, Illustrator, Indesign, Premiere, After Effects), Maya
Development: HTML, CSS, Javascript, MySQL, PHP, Flash Action Script, Arduino