

# SOPHIA CHUNG

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## EDUCATION

Harvard University, Cambridge, MA, 2016 - 2017  
Masters of Education in Technology, Innovation, and Education  
Lawrence University, Appleton, WI, 2009 - 2013 (completed), 2015 (conferred)  
Bachelor of Arts in English and Music Performance, *cum laude*

## PROJECTS

*StoryLabs* 2016 - present  
Harvard University, Cambridge, MA

- Developed working prototype for a hybrid analog and digital game using roleplay to discuss and instill empathy among students in a classroom setting

*Arc Towards Justice* 2016 - present  
Harvard University, Cambridge, MA

- Created an interactive, modular, and quest-based curriculum that empowers preteens (6th - 8th grade) with the democratic skills necessary to enact change in their community
- Winner of the Dean's Challenge grant, supported by Making Caring Common project

## SELECTED WORK EXPERIENCE

*Program Evaluator* 2017  
Museum of Science, Boston, MA

- Conducted formative evaluation of computational thinking curriculum as part of a student team
- Wrote classroom observation protocols and methods to study student interactions and its effect on curriculum design

*STEM Project Lead and STEM Teacher* 2016 - 2017  
Parachute Teachers, Boston, MA

- Taught game-based education technology and arts workshops in Boston Public Schools
- Created and facilitated STEM micro-credential for supporting STEM professionals with curriculum development in the classroom

*Curriculum Development and Marketing Intern* 2016 - current  
Stages Learning, Cambridge, MA

- Wrote curriculum to accompany ed tech product line, incorporating universal design principles
- Edited photos and videos for new iPhone applications in preparation for product launch
- Conducted market research and competitive analysis for Head Start product line

*Equity and Diversity Coach* 2016 - 2017  
Brooklyn Urban Garden Charter School, Brooklyn, NY

- Analyzed and evaluated the impact of existing school policies and programs on racial equity
- Drafted year-long equity diagnosis and action plan to improve peer integration

*Founder and Director* 2012 - 2016  
Foundry Academy, Walnut, CA

- Used gamification school-wide to motivate and engage students
- Launched workshops and project-based classes for 175 students in interdisciplinary summer camps
- Conducted formative evaluations of workshops and led improvement cycles with teaching team
- Created 300 hours of K-8 curriculum for STEAM and humanities summer camp
- Led a 20-person teaching team and conducted professional development workshops

*Lead Writing Instructor* 2011 - 2016  
Foundry Academy, Walnut, CA

- Taught game-based writing and arts curriculum for 10 weekly classes to 157 students (K-11th)
- Edited and published 27 student novels, 2 magazines, and podcasts
- Tutored adult ESL students in improving business English online and in person

## SKILLS

*Technology:* Python, HTML, JavaScript, L<sup>A</sup>T<sub>E</sub>X, Adobe Suite, littleBits, Raspberry Pi, Arduino  
*Foreign Languages:* Chinese (fluent)