# RUSSELL SCOTT CHUN

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## SUMMARY

Multimedia educator, author, and developer specializing in information and interactivity design.

## WORK EXPERIENCE

**City University of New York Graduate School of Journalism**
*2007- Assistant Professor, Adjunct Faculty, Interactive*
• Provide instruction and evaluations for courses in Interactive Journalism.
• Conceived, developed, and teach a new elective course, Data-driven Interactive Journalism, covering innovative approaches to data-driven reporting, production, and storytelling.
• Teach Interactive II and Interactive III, which covers the deeper aspects of multimedia reporting and production, including video, audio, data, photo, and blogging, culminating in the Capstone project, which serves as a student's Masters thesis.
• Teach two day Interactivity workshop (January Academy), a required workshop for all Interactive students.

**Columbia University Graduate School of Journalism**
*2007-10 Assistant Professor, Adjunct Faculty, and Coordinator, Digital Media Masters Projects*
*2006-2011 Assistant Professor, Adjunct Faculty, Digital Media*
• Provide instruction, course curriculum, assignments and evaluations for courses in Digital Media Journalism.
• Courses taught: New Media Fall orientation, RW1 New Media training, New Media Skills, Flash Skills, Innovative Storytelling, Digital Media Newsroom (core required course for digital media concentrators), Digital Media Interactive workshop. Responsible for all aspects of course instruction including developing syllabi and course content, arranging guest speakers, and creating and evaluating reporting assignments. Involved in team-taught courses as well as lead and individual teaching.
• Multimedia advisor to Digital Media Masters projects.
• Coordinated Master's projects including overall schedule with milestone deadlines, story pitch requirements, group critiques, guest speakers, provided technical and logistic aid, and assignment of advisors to students.

**Author**
*Edge Classroom-in-a-Book, ©2012 (forthcoming)*
*Flash CS6 Classroom-in-a-Book, ©2012*
*Flash Pro CS5, Online Video, ©2011*
*Flash CS5 Classroom-in-a-Book, ©2010*
*Flash CS5 Advanced VisualQuickProGuide, ©2010*
*Flash CS4 Classroom-in-a-Book, ©2009*
*Flash CS4 Advanced VisualQuickProGuide, ©2009*
*Storytelling with Flash CS3 Professional, with Jane Ellen Stevens, ©2009*
*Flash CS3 Advanced VisualQuickProGuide, ©2008*
*Flash for Video, ©2007*
*Flash 8 Advanced VisualQuickProGuide, ©2006*
*Flash MX 2004 Advanced VisualQuickProGuide, ©2004*
*Flash MX Advanced VisualQuickProGuide, ©2002*
*Flash 5 Advanced VisualQuickProGuide, ©2001*
• Published by Peachpit Press in association with Adobe Press
• Responsible for editorial vision, revision plans, writing, art program, and example Flash lessons and projects on companion website.

**Sessions College for Professional Design**
*2010- Faculty, Multimedia Arts Degree Program, Course Developer*
• Developed the Flash Basics course and ActionScript 3.0 course for Designers. Responsible for written course instruction, multimedia assets, and homework assignments.
• Online instructor, providing course assistance, project grades, and written evaluations.

**Freelance Multimedia Developer, Consultant, and Trainer (2005- )**
• Flash consultant/trainer/developer for **News21**, a national initiative funded by the Carnegie and Knight Foundation to improve journalism education. Consultant in 2006 (Berkeley), 2007 (National), 2008 and 2009 (Columbia).

Developed interfaces for the 2007 Columbia University, USC, and Northwestern University and 2008 Columbia University. Directed the interactives for USC, Berkeley, Medill, and Columbia.
• Provide instructional design, art development, storyboarding, multimedia development and instruction. Past clients include DNAInfo.com, NYTimes.com, AsiaSociety, Benjamin Cummings Pearson Education, CUNY NYCity News Service, Center for Public Integrity
• Trainer for Western Knight Center for Specialized Journalism mid-career training fellowships at UC Berkeley Graduate School of Journalism (2003-2006)
• Curriculum development for Adobe Flash software training: Pearson Education MyGraphicsLab, an online course.

**University of California Graduate School of Journalism, Berkeley**
*2002-06 Lecturer*
• Taught the interactivity content of the multimedia journalism courses.
• Responsible for course curriculum and assignments

**Benjamin Cummings Publishers, Pearson Education, San Francisco**
*2001-05 Sr. Producer, Art and Media*
*1999-01 Media Development Editor*
*1998-99 Sr. Multimedia Artist*
*1996-98 Multimedia Artist*
• Direct and develop the art programs for college level science textbooks in accordance with pedagogical and market goals
• Develop the art manuscript to clearly visualize complex scientific concepts, generate new graphic features to promote learning, and maintain consistency between chapters
• Storyboard interactive multimedia activities and animations
• Design the interface and interactivity of web supplements
• Recruit, evaluate, and manage freelance artists and animators to render the art and animations
• Provide budget and schedule estimates for art development and art rendering
• Lead off-site student and professor focus groups to evaluate the impact of our existing and proposed art programs and multimedia packages
• Lead in-house presentations to potential authors
• Provide internal training for editorial assistants and project managers regarding art and media programs

**Center for Electronic Art, San Francisco**
*1999-02 Instructor*
• Taught beginning through advanced Flash courses
• Responsible for curriculum development, class assignments, and student evaluations

**College of San Mateo, San Mateo**
*1999-00 Instructor*
• Taught beginning Flash in the Multimedia/Web Design program
• Responsible for curriculum development, class assignments, and student evaluations

**BioHorizons, LLC, Birmingham, AL**
*1995-96 Media Team Leader*
*1994-95 Medical Illustrator*
• Led the Media Team at a biomedical engineering consulting firm
• Responsible for delivery of medical-legal exhibits as demonstrative evidence in automotive safety litigation
• Developed multimedia presentations for marketing and funding efforts in the medical device industry

**EDUCATION**
**The Johns Hopkins University School of Medicine, Baltimore, MD**
*M.A. Medical and Biological Illustration, 1994*
• Program included medical school courses and studio work in line, tone, and color, and instructional design
    Inez Demonet Award (1994)
    Vesalius Trust research grant (1984)
    William P. Didusch Scholarship (1992-94)

**Otis/Parsons School of Art and Design, Los Angeles, CA**

*Concentration in Illustration and Communication Design, 1992*

**The University of Michigan, Ann Arbor, MI**
*B.S. Biology with Honors, with Highest Distinction, 1991*
        James B. Angell Scholar (1989-91)
        Gregg Benjamins Scholar (1989)
        Sophomore Honors Award (1989)
        Phi Beta Kappa

## RELATED ACTIVITIES AND PUBLICATIONS

Judge, 2012 Ippies Journalism awards (*Voices of NY*)
Judge, 2011 EPPY awards (*Editor & Publisher and MediaWeek*)
Judge, 2010 EPPY awards (*Editor & Publisher and MediaWeek*)
Judge, 2008 EPPY awards (*Editor & Publisher and MediaWeek*)

*MacWorld, Secrets: Design Simple Flash Games, April 2004.*
*MacWorld, Secrets: Add Video to Flash, June 2002.*
*MacWorld, Ease the Wait with Flash, September 2001.*
*SBS Digital Design, Creative Masking, May 2002.*
*SBS Digital Design, Optimizing Movies, March 2002.*
*SBS Digital Design, Working with ActionScript, October 2001.*
*SBS Digital Design, ActionScript Basics, September 2001.*
*SBS Digital Design, Flash Tips, August 2001.*

## PROFESSIONAL AFFILIATIONS

Member, American Federation of Teachers, AFT Local 1493 AFL-CIO
Certified Instructor for Computer Software and Media Applications, California Bureau of Postsecondary Private and Vocational Education