

Dane Stuckel

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Objective

To obtain an exciting position in the software industry

Education

Bachelors of Computer Science (Honours), University of Saskatchewan, 2001-2005

Masters of Computer Science, University of Saskatchewan, 2005-2008

Skills

Highly proficient with C#, Objective C, Java, Bash and all related languages

Web page designer with significant experience with PHP, CSS, and JavaScript (AJAX/Prototype)

DirectX and OpenGL hobbyist, low-level networking specialist, and groupware enthusiast

Aspiring amateur pencil artist, sculptor, mountain biker, and archery hunter

Job Experience

Summer Student, Meadow Lake Miller Western Ltd. Pulp Mill, 2001-2004 during summer months – responsible for shipping product by train, tracking and loading of products, and heavy-machinery operation for 12-hr shifts, and was usually entirely self-supervised.

Teaching Assistant and Lab Instructor, Computer Science Department (University of Saskatchewan), 2002-2004 – instructed classes of up to 30 participants several times a week on basic computer-use and web programming.

M.Sc. Student, University of Saskatchewan, 2005-2008 – designed and implemented several experimental software projects that have become the basis of several lines of continued research. After I left, a dedicated software engineer was hired to continue my work.

English Teacher, James English School, 2008-2009 – instructed Japanese children, elderly, businessmen and hobbyists in grammar and conversation with clients ranging from ages 4 to 78.

Notable Publications

Nacenta, Miguel A., Pinelle, David, Stuckel, Dane and Gutwin, Carl. The effects of interaction technique on coordination in tabletop groupware. In Proceedings of the 2007 Conference on Graphics Interface, 2007.

Dane Stuckel. Reducing the Effect of Network Delay on Tightly-coupled Interactions. Master's Thesis. University of Saskatchewan, March 2008.

Community Service

Active member of Computer Science Students Society, 2003-2006 – independently organized several events that contributed toward an increased sense of community between the students and the department.

Computer Science Children's Summer Camp Coordinator, 2006 – organized fun activities to teach young children advanced Math and Computer Science problems using water balloons, freeze tag, and LEGO Mindstorms.

References

Carl Gutwin, M.Sc. Supervisor and Research Chair of Groupware for Canada, 1-306-966-8646

Jeff Dyck, previous co-worker, 1-306-262-4478

Dylan Griffith, M.Sc. Student and previous roommate, 1-306-251-1415

Diane Holman, VP of Computer Science Student's Society, 1-306-477-5120