

# Stuart Thiel

*B. Eng., Msc. Comp. Sci., P. Eng. (OIQ #141516)*

## OBJECTIVE

To work in an environment that promotes innovation in education and research, advancing knowledge over the pursuit of dollars.

## SUMMARY

I have run my own IT company for over a decade and taught or TA'd over a couple thousand hours. The former I did for money, the latter is my passion; academia is where I now wish to fully move my life. I seek to know and understand more, and to teach what I have learned to others.

## EXPERIENCE

**Part-time Instructor, Concordia University** Montreal, Quebec — 2006-present

**SOEN287: Web Programming** Summer 2011, Winter 2014

**SOEN387: Enterprise Application Design** Fall 2011/2012/2014/2015, Winter 2013

**SOEN341: Software Process** Winter 2015

**COMP354: Introduction to Software Engineering** Summer 2017

**SOEN6011: Software Engineering Process** Summer 2017

**COMP6471: Software Design Methodologies** Summer 2007

**COEN352, Data Structures and Algorithms: Summer 2012/2013/2014/2015/2017**

**COMP352: Data Structures and Algorithms: Summer 2017**

**SOEN343: Software Design** Fall 2006

### Activities

- Prepare classes
- Give lectures
- Grade students
- Promote class discussion
- Manage tutors

**Hexagram Gaming Lab Coordinator, Concordia University** Montreal, Quebec — 2012-2014

### Activities

- Run Graduate games research lab
- Inventory and track equipment
- Advise on equipment and game purchases
- Assist lab users in accomplishing research goals
- Manage lab hires
- Keep order

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## **Executive Director, Thiel Marquage Design** Montreal, Quebec — 1996-2012

Self employed, I did everything from hiring/firing, to development and implementation, to finding and closing contracts. Web/Security/Emergency Consulting/Web Applications.

Some of the more interesting projects where a skinnable Yellow-Pages site with a custom e-commerce backend, a web-radio recording system and broadcast server custom designed and built for communities in Quebec's Lower North Shore, and an open-source social media platform (forums, walls, wikis, galleries, all the standard bells and whistles).

## **Various TA-type positions, Concordia University,** Montreal, Quebec 2000-2011

**COMP228 / COMP248 / COMP249 / COMP346 / SOEN282 / SOEN342 / SOEN343 / SOEN344 / SOEN387 / SOEN390 / SOEN490 / SOEN6951**

### **Activities**

- Teach students to use appropriate software
- Train students with new theory
- Help students with technical difficulties
- Explain assignments to students
- Prepare Tutorial presentations
- Set up servers for student use
- Mark assignments, quizzes, midterms.
- Manage student teams
- Prepare course material

## EDUCATION

### **Concordia University**

- **PhD. Computer Science** — 2012-
- **M. Sc. Computer Science** — 2005-2010.
  - Awarded the Peter Matthews Memorial Scholarship
- **B.E. Software Engineering** — 1999-2003

## OTHER WORK

I serve on the Board of Directors for the after-school program of my daughter's elementary school as well as the sitting on the Board of the Concordia Student Broadcasting Corporation, which governs Concordia's very own CJLO radio station. I also sit on the Engineering Faculty Council, the Computer Science and Software Engineering Department Council, CUPFA's Advisory Council, the Implementation Committee for CUPFA's new collective agreement (and the last one) and a smattering of other committees as a primary or alternate member.

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## LIST OF PUBLICATIONS

- 1) Stuart Thiel, Greg Butler, and Larry Thiel. 2016. Improving GraphChi for Large Graph Processing: Fast Radix Sort in Pre-Processing. In Proceedings of the 20th International Database Engineering & Applications Symposium (IDEAS '16), Evan Desai (Ed.). ACM, New York, NY, USA, 135-141. DOI: <https://doi.org/10.1145/2938503.2938554>
- 2) Thiel, Stuart. "Beyond Western Hegemony: A Perspective on the Identification of Culture-Dependent Subgroups in Gaming", Canadian Game Studies Association Conference, 2015, Ottawa, Canada;
- 3) Sabor, Korosh Koochekian, and Stuart Thiel. "Adaptive random testing by static partitioning." *Proceedings of the 10th International Workshop on Automation of Software Test*. IEEE Press, 2015.

## REFERENCES

Dr. Greg Butler	Director, Undergraduate Program (Computer Science), Professor, Concordia University, my Phd Supervisor (gregb@encs.concordia.ca)
Dr. Patrice Chalin	Sr. Software Engineer at Google (IdeaBlade), my Master's Supervisor (pchalin@gmail.com)
Dr. Mia Consalvo	Canada Research Chair in Games Studies and Design, Professor, Communication Studies, Concordia University (mia.consalvo@concordia.ca)
Dr. Constantinos Constantinides	Associate Professor, Concordia University (constantinos.constantinides@concordia.ca)
Hugh Maynard	President, Qu'anglo Communications & Consulting, long-time collaborator, client and my first real employer (hugh@quanglo.ca)
Korosh Koochekian Sabor	Former TA (koroosh.koochekian@gmail.com )
Joel Taylor	Supervisor, Academic and Research Facilities, Fine Arts, Concordia University, most recent manager (Games Research Lab) (Joel.Taylor@concordia.ca)

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