Adam G. **Stankiewicz**

Software Engineer · User Experience Researcher

+1.860.391.5292 | agstanki@gmail.com | www.agstanki.com

Skills

Web	HTML5, CSS3, JavaScript, Node.js, React, AngularJS, jQuery, Redux, Sass, Bootstrap, Webpack, Gulp
UX & Analytics	Statistical analysis, experimental design, surveys, user-centered design, rapid prototyping, usability testing
Programming	Python, PHP, R, Java, C#
Database	SQL, MongoDB, schema design
Testing & Tools	Git, SVN, npm, yarn, continuous integration (Travis CI, Jenkins), unit testing

Education

Carnegie Mellon University
Pittsburgh, PA

Ph.D. in Human-Computer Interaction — *Aug. 2015 - Present*

University of Hartford
West Hartford, CT

B.A. in Web Design & Development *(Minors: Computer Science, Psychology)* — *Sep. 2011 - May 2015*

- Magna Cum Laude; University Honors (thesis); GPA: 3.87/4.0
- Presidential Honors *(2013 - 2014)*; Dean's List *(2011 - 2015)*

Experience

Carnegie Mellon University
Pittsburgh, PA

Ph.D. Student — *Aug. 2015 - Present*

- Developed a browser-based conversational turn detector for video conversations (i.e., Google Hangouts) using Python and JavaScript.
  - Wrote several Python and R scripts to analyze and visualize the conversational turn-taking data from 392 discussion groups consisting of 1,027 users (approximately 800,000 reported turns).
  - Created a metric to measure and analyze dominant behavior in multiparty video conversations using the turn-taking data.
- Planned and carried out several experiments utilizing Amazon Mechanical Turk to learn about user behavior in giving advice to peers.
- Designed a prototype of an embeddable JavaScript library to enable peer-to-peer advice giving and receiving on third-party websites.

Carnegie Mellon University
Pittsburgh, PA

Undergraduate Research Intern (REU) — *Jun. 2014 - Jul. 2014*

- Developed an algorithm for detecting conversational engagement with virtual agents using real-time gaze data from eye tracker.
  - Implemented the algorithm using C# into a program for demonstration purposes.

Carbonite
Boston, MA

Web Engineer Intern — *May 2013 - Aug. 2013*

- Redesigned the user interface and added new features to an internal web application used by the Quality Assurance team to create and configure test accounts with specific parameters (e.g., type of user account).
- Added new functionality and fixed bugs on the user interface of consumer-facing products, while coordinating with UX designers.
- Led the biweekly code release for the Web team for Carbonite's 1.5 million customers using the Jenkins continuous integration service.

University of Hartford
West Hartford, CT

Undergraduate Research Assistant — *Sep. 2012 - Aug. 2015*

- Designed and developed a web application to promote collaborative, asynchronous discussion of video content by incorporating a discussion space next to and within video lectures.
  - Implemented using HTML5, CSS3, JavaScript, jQuery, PHP, and MySQL.
- Empirically evaluated the system in several classes utilizing both quantitative log analysis and qualitative interviews.
- Created the infrastructure for analytics reporting and A/B testing in object-oriented PHP and JavaScript.
- Contributed to the design and development of several analytical reports used by instructors to monitor learners' behaviors.
- Assisted with the writing of a successfully funded National Science Foundation grant (IIS-1318345: $448,698.00).

Diebold *North Canton, OH*

Computer Science Co–Op *May 2012 - Aug. 2012*

- Developed a core feature of an ATM Configuration Editor to efficiently import/export XML states and screens using C#, C++, and C.
  - Eliminated the need for field workers to manually perform this task by automating the process, saving field workers at least 2.5 hours of work.

Progress Digital (formerly ForeSite Technologies) *East Hartford, CT*

Design & Development Intern *Oct. 2011 - Apr. 2014*

- Assisted on the design for a diverse range of client and internal projects (e.g., websites, business cards, etc.) by participating in design reviews, and creating digital mockups and interactive prototypes.
  - Advocated for the user experience of client projects, beyond just the business needs of the client.
- Contributed to the implementation of several Drupal 6 and WordPress client websites (both front-end and back-end) using HTML, CSS, JavaScript, jQuery, PHP, and MySQL.
- Identified bugs on client websites during testing, and either fixed the issues or reported them to other developers.
- Launched multiple client websites hosted on Amazon Web Services that were ready for production.

Honors & Awards

2016	**Honorable Mention**, NSF Graduate Research Fellowship	*Pittsburgh, PA*
2015	**Senior Regents Honor Award**, University of Hartford	*West Hartford, CT*
2014	**Junior Regents Honor Award**, University of Hartford	*West Hartford, CT*
2014	**First Place Team**, Startup Weekend Hartford: Education	*Hartford, CT*

Publications

Stankiewicz, Adam (2016b). Supporting Learners with Distributed Mentorship Teams in Massive Online Classes. In *CSCW and the "Sharing Economy": The Future of Platforms as Sites of Work, Collaboration, and Trust (CSCW '16 workshop)*.

Stankiewicz, Adam and Kulkarni, Chinmay (2016). $1 Conversational Turn Detector: Measuring How Video Conversations Affect Student Learning in Online Classes. In *Proceedings of the Third ACM Conference on Learning @ Scale*, pp. 81–88.

Dazo, Suzanne L., *Stankiewicz, Adam*, Gibbs, Robert M., and Dorn, Brian (2015). The Evolution of TrACE: Integration of a Collaborative Learning Platform in Flipped Classrooms. In *Proceedings of the 11th International Conference on Computer Supported Collaborative Learning*.

Dorn, Brian, Schroeder, Larissa B., and *Stankiewicz, Adam* (2015). Piloting TrACE: Exploring Spatiotemporal Anchored Collaboration in Asynchronous Learning. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing*, pp. 393–403.

Dorn, Brian, *Stankiewicz, Adam*, and Roggi, Chris (2013). Lost While Searching: Difficulties in Information Seeking Among End-user Programmers. In *Proceedings of the 76th ASIS&T Annual Meeting*.

Presentations

Stankiewicz, Adam (2016a). $1 Conversational Turn Detector: Measuring How Video Conversations Affect Student Learning. Presented at the *Conference on Learning @ Scale '16*. Edinburgh, Scotland, UK.

Stankiewicz, Adam (2015). Using Visualization to Motivate Student Collaboration in Online Learning Environments. Presented at the *National Conference on Undergraduate Research*. Eastern Washington University, Cheney, WA.

Stankiewicz, Adam (2014). Using Real-Time Eye Gaze Data to Calculate Conversational Engagement with Virtual Agents. Presented at the *Pittsburgh Science of Learning Center Summer Intern Poster Session*. Pittsburgh, PA.

Stankiewicz, Adam (2013). A System for Spatiotemporal Anchored Collaboration. Presented at the *Undergraduate Research and Creativity Colloquium*. University of Hartford, West Hartford, CT.

Stankiewicz, Adam and St. Jarre, Matthew (2013). A System for Spatiotemporal Anchored Collaboration. Presented at the *Computing Undergraduate Research Symposium*. Rhode Island College, Providence, RI.