Jacob Thebault-Spieker

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Education

PhD Student (PhD Candidate as of April 2013). Computer Science, University of Minnesota, 2011 - Present.

B.A. Computer Science, University of Minnesota, Morris, 2011.

B.A. Spanish, University of Minnesota, Morris, 2011.

Research

Peer-Reviewed Conference & Journal Papers

In preparation - Geographic Inequality in the Peer Economy

Aaron Halfaker, Oliver Keyes, Daniel Kluver, Jacob Thebault-Spieker, Tien T. Nguyen, Kenneth Shores, Anuradha Uduwage, Morten Warncke-Wang. *WWW 2015* - User Session Identification Based on Strong Regularities in Inter-activity Time. *Acceptance Rate*: **14.1%**

Thebault-Spieker, J., Terveen, L., Hecht, B. *CSCW 2015* - Avoiding the South Side and the Suburbs: The Geography of Mobile Crowdsourcing Markets *Acceptance Rate*: **28.3%**

Posters

Upcoming *CSCW 2016* - Exploring Engagement in a 'Social Crowd' on Twitter

Conference and Seminar Presentations

Avoiding the South Side and the Suburbs: The Geography of Mobile Crowdsourcing Markets - CSCW 2015
   Vancouver, BC Canada, March 16, 2015.

Digitally Reflecting Our Space:Crowdsourcing Space Usage Rules - Information Technology and City Life workshop, CSCW 2015
   Vancouver, BC Canada, March 14-15, 2015.

Symposium on Urban Informatics Exploring Smarter Cities
   Drexel University, College of Information Science and Technology, June 11, 2013.

Fields of Research Interest

sharing economies, geographic computing, sociotechnical systems, crowdsourcing, mobile computing, collaborative open content communities.

Relevant Experience

IBM Watson, Almaden, Research Intern, *Summer 2014*.
   Defined and implemented a research project in the space of grassroots engagement efforts on Twitter. Successfully completed this project **Skills:** defining a research plan, experimental design, working collaboratively with a team

University of Minnesota, Department of Computer Science, Research Assistant, *2011-Present.*
  I've been the lead developer for over 3 years building a mobile, geographic crowdsourcing application (FolkSource) that is nearing launch. I conducted semi-structured interviews with users in a case-study to understand motivations for using the system.
  Skills: Java (Struts), javascript (enyojs), CSS, Phonegap, Semi-structured interviewing

Carnegie Mellon University, Department of Computer Science, REU Student, *Summer 2010.*
  Researched the feasibility of prefetching in Internet Suspend/Resume. Demonstrated that the simple (boot) case does not provide performance improvements.
  Skills: C, collaborative research with Dr. Mahadev Satyanarayanan.

University of Minnesota – Morris, Department of Computer Science & OpenAFS, Undergraduate Research Project, *Jan. 2010 - June 2010.*
  Extension of 2009 Google Summer of Code project, researched the use of network and server statistics to optimize server rankings and explored the distribution these statistics within the system.
  Skills: C, independently motivated project, collaborative remotely.

Professional Activities

Venues of Peer Review Service

CSCW
CHI
Interaction Design and Architecture
TOCHI

Teaching

University of Minnesota

Structure of Computer Programming II (Undergraduate): Fall 2011, Spring 2012.

University of Minnesota, Morris

Models of Computing Systems (Undergraduate): Fall 2010, Spring 2011.

Relevant Coursework

CSci 5115: User Interface Design, Evaluation, and Implementation
  Project-driven course, where each group was tasked with designing, developing, and iterating on a group-defined UI project.
  Skills: Persona Developement, User testing, Usability lab practice, Cognitive Walkthroughs, Paper prototyping.

CSci 8115: Human-Computer Interaction & User Interface Technology
  Research driven course, with a partnered research project goal. We developed and iterated on a Kinect-based system to support the transition process for transgendered individuals.
  Skills: Coding transgendered forum data for definition of system goals (in place of user interviews for anonymity). Iterative development, UI techniques.

PSY 5108H: Mathematical Models of Human Behavior
  I conducted a literature review focused on the importance of intrinsic motivation in the success of an online open-production community.
  Skills: Bayes nets, game theory (including Nash Equilibria), time series, Collective Effort Model, role of intrinsic & extrinsic motivation in effort processes.

Other Courses Taken: *Advanced Algorithms, Principles of Database Systems, Foundations of Advanced Networking, and Introduction to Research I & II, Directed Research*

Other Experience

University of Minnesota, Department of Computer Science, Teaching Assistant, 2011.
*I TA'd **CS 1902: Structures of Computer Programming II** for 2 semesters. This included managing 3 lab sessions per week, and grading homework and exams.*
Skills: Lead 3 lab sessions, collaborative course management with a graduate student and the Professor.

Google Summer of Code, OpenAFS, Participant, *Summer 2009*.
Began using network statistics (latency, bandwidth, etc.) in order to improve client server choices. Implemented this in both Linux and Windows.
Skills: C, Independently proposed and driven project, collaborative remotely.

Google Summer of Code, OpenAFS, Participant, *Summer 2008*.
Implemented GPL-licensed Linux kernel interfaces to handle AFS Remote Procedure Calls (RPCs). Intended to support native Linux interaction with AFS, so AFS wouldn't need to maintain a kernel module.
Skills: C, Independently proposed and driven project, collaborative remotely.

Honors, Awards, & Fellowships

Undergraduate Research Opportunity Program grant, University of Minnesota, Morris, Fall 2009.

Last updated: January 29, 2016