

## John Chilton

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CONTACT INFORMATION	1047B 29th Ave SE Minneapolis, MN, 55414	<i>Phone:</i> +1-612-226-9223 <i>E-mail:</i> chilton@cs.umn.edu <i>WWW:</i> www.jmchilton.net
RESEARCH INTERESTS	Computer Science Education and Techniques for Engaging Students in Programming Courses, Robotics Education, Functional and Domain-Specific Programming Languages, Machine Learning and its Applications to Bioinformatics, Convex Optimization	
EDUCATION	<b>University of Minnesota</b> , Minneapolis, Minnesota USA <i>Department of Computer Science and Engineering</i>  Masters Degree (M.S.), Computer Science, Fall 2005-present <ul style="list-style-type: none"><li>• Grade Point Average: 4.00 out of 4.00</li></ul> B.S., Computer Science, 2001-2005 <ul style="list-style-type: none"><li>• Graduated with High Distinction</li><li>• Minors in Mathematics and Statistics</li><li>• Grade Point Average: 3.99 out of 4.00</li><li>• Wallin Scholar</li></ul>	
HONORS AND AWARDS	Academic Excellence Fellowship, Department of Computer Science and Engineering, Spring 2006  Institute of Technology Teaching Assistant of the Year Award, Spring 2005. Awarded to the top three University of Minnesota Institute of Technology teaching assistants as voted on by Institute of Technology students.	
ACADEMIC EXPERIENCE	<b>University of Minnesota</b> , Minneapolis, Minnesota USA <i>Teaching Assistant</i> <b>Fall, 2003 - Summer 2007</b> Duties at various times have included grading, holding office hours, assignment design, and leading discussions and lecturing in both computer lab and classroom settings for groups of students ranging in size from 7 to 120.  <i>Research Assistant - Robotics</i> <b>Fall, 2005 - Fall 2007</b> Worked on various projects as a member of the University of Minnesota Multiple Autonomous Robotic Systems (MARS) laboratory. Including work as part of a grant from NASA to develop a large C++ application for mobile robot localization and mapping using NASA's CLARAty framework.  <i>Research Assistant - College Education</i> <b>Spring, 2005 - Spring 2007</b> Investigated methods of promoting student learning in large college classes. This work is being coordinated by the University of Minnesota Center for Teaching and Learning (CTL). The grant researchers include instructors and teaching assistants from many disciplines and CTL staff.  <i>Bioinformatics Institute Summer Intern</i> <b>Summer 2004</b> As part of the University of Minnesota Bioinformatics Summer Internship program, I developed an easy to use program to perform statistical analysis of gene expression microarray data.	
SERVICE	Reviewer for: IEEE International Conference on Robotics and Automation (ICRA), 2006 Robotics: Science and Systems (RSS), 2006	

PUBLICATIONS	John Chilton and Maria Gini. Using the AIBOs in a CS1 Course. AAAI Spring Symmposium - Robots and Robot Venues: Resources for AI Education. Palo Alto, CA, USA. March, 2007.
CONFERENCE PRESENTATIONS	<p>Maria Gini, John Chilton, and Murray Jensen. Creating Cooperative Competition: Learning Games for the Classroom. Academy of Distinguished Teachers Conference. Minneapolis, MN, USA. April 2007.</p> <p>John Chilton and Maria Gini. Learning Games: Creating Cooperative Competition. The Collaboration for the Advancement of College Teaching and Learning. Bloomington, MN, USA. November, 2006.</p>
ACTIVITIES	Member of the ACM Programming Team for the University of Minnesota from 2002-2005
COMPUTER SKILLS	<ul style="list-style-type: none"> <li>• Programming Languages: C, C++, Java, Scheme, Matlab, Haskell, Python, PHP, Common Lisp, Javascript, SQL (MySQL), MPI, R, HTML, CSS, <math>\text{\LaTeX}</math></li> <li>• Operating Systems: Linux/Unix, Windows</li> </ul>