Velian Pandeliev

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EDUCATION

University of Toronto
Doctoral research (withdrawn in good standing)
Supervisor: Prof. Ronald Baecker, Coursework GPA: 4.00

University of Toronto
M.Sc. Computer Science, Human-Computer Interaction, May 2011
Supervisor: Prof. Ronald Baecker, GPA: 3.58

Carleton University
B.A. Cognitive Science, Cognition and Computation, August 2009
Supervisor: Prof. Chris Herdman, GPA: 3.9

SCHOLARSHIPS, AWARDS AND HONOURS

Wolfond Scolarship in Wireless Information Technology, 2011
University of Toronto, valued at 5,000$

Ontario Graduate Scholarship, 2010
Valued at 15,000$

Senate Medal for Outstanding Achievement, 2009
Carleton University

NSERC Undergraduate Student Research Award, 2005 and 2006
Valued at 4500$ each

TEACHING EXPERIENCE

Department of Computer Science, University of Toronto

CSC318 Course Instructor, Fall 2014 – Winter 2017
CSC148 Course Instructor, Spring 2012, Fall 2012, Summer 2013
CSC108 Course Instructor, Spring 2011

CSC207 Teaching Assistant, Winter 2014
CSC148 Teaching Assistant, Spring 2013, Fall 2013
CSC108 Teaching Assistant, Fall 2010
CSC165 Teaching Assistant, Fall 2009

Canadian Math Kangaroo Contest
Online Training Instructor, 2011 - 2015
Problem Selection Committee, October 2010

ABC Take-Off Program, Association for Bright Children of Ontario
Instructor, March 2008, March 2009

Canadian Museum of Civilization
Instructor, Shadow Theatre Workshop, 2003

WORK EXPERIENCE

HP Inc.
UX Research Intern, Immersive Experiences Lab, July – September 2016

Department of Computer Science, University of Toronto
67% Contractually Limited-term Lecturer, 2015-2016
50% Contractually Limited-term Lecturer, 2014-2015

VMware, Inc.
Intern, User Experience Team, June – August 2015

Technologies for Aging Gracefully Lab, University of Toronto
Lab Manager/Systems Administrator, 2010 - 2014

Communication and Library Services, Statistics Canada
Bilingual Alignment and HTML Standards Intern, May 2008 – April 2009

Advanced Cognitive Engineering Lab, Carleton University
Simulation Support Technician, May – August 2007, January – August 2008

Centre for Applied Cognitive Research, Carleton University
Research Assistant, Summer 2005, Summer 2006

RESEARCH INTERESTS

Computer Science Education and Student Feedback – Reflective teaching relies on student feedback. The traditional definition of "student feedback" involves a learner-instructor exchange in which the student transmits information to the educator, which is then used to inform teaching changes. Most established ways of gathering student feedback conform to this definition, but with the emergence of new educational technologies learner-learner and learner-material interactions are also becoming accessible to educators. I am interested in one particular technology: anchored discussion boards, which combine the learner-instructor and learner-learner capabilities of an online forum with superimposed document annotation, making learner-material interactions available to teachers as a source of student feedback.

PUBLICATIONS

Pandeliev, V. & Baecker, R. (2011, May). Evaluating Mental Fitness Interventions. Poster presentation at GRAND 2011 Conference, Vancouver, BC.

Pandeliev, V. & Baecker, R. (2010, May). A Framework for the Online Evaluation of Games for Health. Poster at Games for Health 2010 Conference, Boston, MA.

Pandeliev, V. & Baecker, R. (2010, May). A Framework for the Online Evaluation of Serious Games. Proceedings of the International Academic Conference on the Future of Game Design and Technology, Vancouver. BC.

Roberts, M. A., LeFevre, J., Penner-Wilger, M., & **Pandeliev, V**. (2006, November). Fowr + Siks: Pseudohomophones and the impact of phonological codes in solving simple arithmetic problems. Accepted for presentation at the annual meeting of the *Psychonomic Society*, Houston, TX.

TECHNICAL SKILLS AND ABILITIES

Programming Languages

Python, JavaScript, Java, some familiarity with Objective-C (iOS), C++, Scheme, C

Web Technologies and Frameworks

HTML/CSS/JavaScript, jQuery, Django, Apache2

Human Participant Research

Qualitative research methods (thematic analysis, designing and conducting interviews), heuristic evaluations, experimental design, statistical analysis, prototyping, ethics

Design and Prototyping

Adobe Photoshop / Illustrator / Lightroom

PROJECT HIGHLIGHTS

Technologies for Aging Gracefully Lab, University of Toronto

Mental Fitness Website - developed a prototype for conducting mental fitness trials using a Web portal and conducted a deployment study on the prototype with twelve seniors as a Master's project. The prototype was further developed and is being used by Prof. Yaakov Stern at Columbia University.

Math Education Game - Developed the concept for a prototype coordinate geometry educational game called Co-ordinary Heroes which became a finalist in the 2010 Disney Research Learning Challenge.

Advanced Cognitive Engineering Lab, Carleton University

Driving Simulator Study - Designed a study exploring the effect of textual information presentation on attention and distraction while driving, conducted trials with 16 participants in a driving simulator and submitted results as Honours project.

XNA Driving Experiment - Programmed a prototype game to serve as a low-fidelity proxy for driving ability in a lab study using the XNA Xbox 360 PC library.

Airplane Simulator - Converted the fuselage of a Cessna 172 airplane into a three-screen flight simulator.

Centre for Applied Cognitive Research, Carleton University

Arithmetic Experiment - Programmed and conducted studies on performance when presenting simple arithmetic problems in words ("four + six") and in nonsensical homophones ("fowr + siks").

REFERENCES

Paul Gries (pgries@cs.toronto.edu) **- Department of Computer Science, University of Toronto**
Karen Reid (reid@cdf.toronto.edu) **- Department of Computer Science, University of Toronto**
Christina Comeau (cmcomeau@magma.ca) **- Association for Bright Children Ottawa**