

MATTHEW R. SCHAEFER

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Seeking challenging position in design and development of high-impact interactive software for the multi-platform web, with an emphasis on crafting creative solutions for front-end and usability problems.

EDUCATION

M.S., Computer Science, Virginia Tech 2009

- Thesis and Research Area: Human-Computer Interaction
- GPA: 3.9/4.0

B.S., Computer Science, Valparaiso University 2006

- *Summa cum laude* (Cumulative GPA: 3.95/4.00)
- Christ College Scholar (*interdisciplinary honors program*)
- International Studies Program in Cambridge, England, Spring 2005

PROFESSIONAL EXPERIENCE

Web Applications Developer Scitent Inc., Charlottesville, Virginia

- Using agile methods (Scrum), designed, implemented, and maintained online training websites and supporting online applications (reporting, administration)
- Activities include user interaction design and implementation (task analysis, wireframe generation), domain modeling (database and model design), authoring of automated and end user testing plans
- Employed JavaScript/jQuery, HTML, CSS 2/3, JSON, Ruby on Rails, ColdFusion, MS SQL

October 2009–
Present

Graduate Teaching Assistant Department of Computer Science, Virginia Tech

- Led lab sessions, graded projects and papers, maintained office hours, assisted students
- Courses: Intro to Java, Intro to Media Computation, Professionalism in Computer Science

Fall 2007, Fall 2008–
Spring 2009

Graduate Research Assistant Center for Human-Computer Interaction, Virginia Tech

- Developed PlaceMark—collaborative writing software with location-oriented features
- Developed ThoughtSwap—tool for augmenting classroom and small-group discussion
- Research activities included user studies, interviews, discussions, experience surveys
- Conducted literature reviews, demonstrations, ethnographic analyses, and authored papers

Spring–
Summer 2008

Software Research and Development Intern Sybase iAnywhere, Boise, Idaho

- Created internal database-driven web site with ASP.NET for managing product upgrades
- Developed flexible testing platform and a device monitoring app for Windows Mobile
- Worked in a team environment, furthered communication and professional skills

August 2006–
July 2007

KNOWLEDGE AREAS

Development Methodologies

- Experienced with iterative, evaluation-centered usability engineering life cycles (including ethnographic methods, lo-fi prototyping, formative evaluation, and usability specifications)
- Object oriented programming and agile product development (Scrum)

Programming Languages, Platforms, and Paradigms

- Web Client: HTML5, CSS 2/3, JavaScript/jQuery, JSON
- Web Server: Ruby on Rails, PHP, ColdFusion, ASP.NET
- Plugin Development: jQuery, WordPress, Joomla!, Facebook
- General Application: Java, C#, C++, C, Python, LISP/Scheme

Personal

- Skilled in critical thinking, close reading, expository writing, and public speaking
- Experienced US and European traveler

SELECTED PUBLICATIONS

- Kurdziolek, M., *Schaefer, M.*, Tatar, D., Parker-Renga, I. (2010). Lessons learned from ThoughtSwap-ing: Increasing participants' coordinative agency in facilitated discussions. In Proc. CSCW 2010, Savannah, Georgia, 6-10 February 2010.
- *Schaefer, M.* (2009). On PlaceMark: Collaborative Authoring, Place, and Identity. Master's thesis, Virginia Tech.
- *Schaefer, M.*, Tatar, D., Harrison, S., & Lee, J. S. (2009). Reflecting in context: collaborative writing on place. Computers & Writing 2009, University of California, Davis, California, 18-21 June 2009.
- *Schaefer, M.*, Tatar, D., Harrison, S., & Crandell, A. (2008). Using place as provocation: in situ collaborative narrative construction. RCETJ 4 (1). Retrieved April 25, 2008, from <http://www.rcetj.org/?type=art&id=87830&>

HONORS

- 2009 Outstanding Graduate Teaching Assistant Award, Department. of Computer Science, Virginia Tech