

Velian Pandeliev

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SUMMARY

A versatile professional with a background in human-computer interaction, cognitive science, and computer science supported by interdisciplinary experience from industry and academia who has spent nine years teaching the fundamentals of computer programming, user experience design, and user research at a world-renowned Canadian university.

EDUCATION

Doctoral Research, Computer Science (Human-Computer Interaction)

University of Toronto, Toronto, ON

Withdrawn in good standing (ABD)

- Spearheaded research on interfaces to support the companion activities of responsive reading, i.e., non-linear navigation, superimposed annotation, spatial arrangement
- Completed courses on research methods, serious games, reading comprehension and cognition, and novel interaction techniques
- Supervised a dozen undergraduate projects in areas such as responsive reading, educational technology, and law
- Presented, volunteered, and reviewed submissions for multiple HCI conferences
- Reviewed candidates for the department's M.Sc. in Applied Computing program

M.Sc. Computer Science (Human-Computer Interaction)

University of Toronto, Toronto, ON

Supervisor: Prof. Ronald Baecker

- Developed an online portal to evaluate the effectiveness of mental fitness games on cognitive function in the elderly
- Validated the prototype with six senior users
- Presented results at multiple conferences on serious games, cognitive health, and human-computer interaction

B.A. Cognitive Science (Cognition & Computation)

Carleton University, Ottawa, ON

Graduated with High Distinction

- Earned an interdisciplinary degree encompassing computer science, artificial intelligence, neuroscience, cognitive psychology, and philosophy of mind
- Successfully completed an Honours project on the effects of visual or auditory distraction on drivers in a state-of-the-art driving simulator
- Awarded the Senate Medal for Outstanding Academic Achievement

TEACHING EXPERIENCE

Faculty of Information, University of Toronto

Assistant Professor, Teaching Stream (CLTA)

INF2191: User Interface Design, **Winter 2019, Winter 2020**

INF2040: Project Management, **Winter 2019, Winter 2020**

INF1340: Programming for Data Science, **Fall 2019**

INF2300: User Experience and Design for Video Games, **Fall 2019**

Department of Computer Science, University of Toronto

Course Instructor / Lecturer

CSC428/CSC2514: Human-Computer Interaction, **Winter 2018**

CSC318: Design of Interactive Computational Media, **2014-2017 (10 sections over 6 terms)**

CSC148: Introduction to Computer Science, **Spring 2012, Fall 2012, Summer 2013**

CSC108: Introduction to Computer Programming, **Spring 2011**

Undergraduate Mentor

CSC494: Undergraduate capstone project, **Summer 2015 - Spring 2016**

Teaching Assistant

CSC207: Software Design, **Spring 2014**

CSC148: Introduction to Computer Science, **Spring 2013, Fall 2013**

CSC108: Introduction to Computer Programming, **Fall 2010**

CSC165: Mathematical Expression and Reasoning, **Fall 2009**

PUBLICATIONS

Pandeliev, V. Ungrading Themes for Upgrading UXD Assignments. (April 2020) In St-Cyr, Olivier, et al. "EduCHI 2020: 2nd Annual Symposium on HCI Education." Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems. 2020.

Akçayır, G., Chen, Z., Demmans Epp, C., Pandeliev, V., & Munteanu, C. (2020). Two Case Studies of Online Discussion Use in Computer Science Education: Deep vs. Shallow Integration and Recommendations. In L. Wilton & C. Brett (Eds.), Handbook of Research on Online Discussion-Based Teaching Methods: (pp. 409–434). IGI Global. <https://doi.org/10.4018/978-1-7998-3292-8.ch017>

Phirangee, K., Demmans Epp, C., Pandeliev, V., & Munteanu, C. (2019, April). Reflective Teaching Practices in Computer Science? A Tale of Two Instructors. Presented at the Annual Meeting of AERA.

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

R.M. Baecker, N. Shim, K. Tonon, V. Pandeliev, J. Birnholtz, Y. Stern, J.R. Steinerman, K. Moffatt (2010). 'Serious' online gaming environments to enhance brain fitness in senior citizens. Gerontechnology, 9(2), 190-190. <https://doi.org/10.4017/gt.2010.09.02.265.00>

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). Four + 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.

WORK EXPERIENCE

Assistant Professor, Teaching Stream (Contractually Limited-Term Appointment)

Faculty of Information, University of Toronto (Jan. 2019 – Dec. 2020)

- Developed a special topics graduate course in the user experience of video games
- Taught in traditional, flipped, and technology-enhanced active learning classrooms
- Leveraged industry experience into professionalization training for students in UX design, programming, and project management courses
- Conducted portfolio review clinics and student career mentorship in UX Design

User Research Moderator

Ubisoft Toronto (Oct. 2017 – Dec. 2018)

- Designed user testing protocols, surveys, and interview prompts to identify top usability and gameplay issues at various stages of completion for upcoming Ubisoft titles
- Conducted scripted usability think-aloud sessions and game appreciation tests
- Synthesized insights and recommendations and delivered these to development teams

User Experience Research Intern

Immersive Experiences Lab, HP Inc. (Summer 2016)

- Performed in-depth mixed methods research on 31 Bay Area creative professionals
- Generated rich insights into designer tools and workflows
- Presented results to stakeholders and executives to guide the creation of new products

User Experience Intern

Cloud Platform Business Unit, VMware, Inc. (Summer 2015)

- Performed primary user research and analysis, and synthesized the findings
- Developed a model of the trust relationship between system administrators and decision-supporting dashboards to understand their reluctance to adopt new solutions

Contractually Limited-Term Lecturer

Department of Computer Science, University of Toronto (Sep. 2014 – August 2016)

- 50% 2014-2015 (Design of Interactive Computational Media)
- 66% 2015-2016 (Design of Interactive Computational Media)

Bilingual Alignment and HTML Standards Intern

Communication and Library Services, Statistics Canada (May 2008 – April 2009)

- Collaborated with natural language processing researchers and data scientists to automate page alignment between English and French documents

Simulation Support Technician

Advanced Cognitive Engineering Lab, Carleton University (Summer 2007 – Summer 2008)

- Conducted cognitive psychology research on operator attention and distraction with drivers and helicopter pilots as part of Honours thesis
- Built and prototyped simulations and experimental scenarios

SKILLS AND ABILITIES

Teaching and Pedagogy

- Nine years of teaching experience at the undergraduate and graduate level in traditional, flipped, and technology-enhanced active learning classrooms
- Developed special topics graduate courses to explore the user experience challenges in a specific domain / industry
- Involvement in research on technology-enhanced active learning, responsive reading, and the uses of online discussion boards in computer science education
- Situated lectures in practical real-world contexts using the apprenticeship model
- Adapted teaching materials to student cohorts from elementary to graduate school
- Preparing students for continuous, lifelong learning in rapidly advancing fields

User Experience Design

- Iterating on design through ideation, wireframes, storyboards, and mockups
- Rapid prototyping using paper, HTML/CSS/JS, InVision, Balsamiq, Bootstrap
- User interface design in Figma, Sketch, and Illustrator

Technical Skills

- Deep, instructor-level proficiency in object-oriented programming, algorithmic complexity, data structures, code factoring, and memory management
- Programming experience in Python, Java, JavaScript
- Proficiency in version control, unit testing, productivity software, *nix shell

User Research

- Conducting primary user research through interviews, surveys, and user observation
- Performing secondary user research and statistical analysis of results
- Distilling insights into personas, experience maps, user journeys, job stories, or themes
- Evaluating interfaces through heuristic evaluation and think-aloud usability tests

Interpersonal Skills

- Proven ability to engage with users to identify user pain points, needs, and workflows
- Excellent communication skills demonstrated while interfacing with clients, stakeholders, team members, and executives
- Experience developing and delivering impactful presentations to any targeted audience
- In-depth experience mentoring and teaching on a wide range of topics and for various skill levels

REFERENCES

(available upon request)