

Alex Pantaleev

Curriculum Vitae

State University of New York at Oswego
Department of Computer Science
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Education

- 8/2008 **Ph.D. in Computer Science**, *The Ohio State University*, Columbus, OH.
Major: Software Engineering
Minors: Artificial Intelligence, Database Systems
Dissertation title: *Dynamic Analyses in Enterprise Java Applications*
Adviser: Atanas Rountev
- 12/2007 **M.S. in Computer Science**, *The Ohio State University*, Columbus, OH.
- 5/2003 **B.A. in Computer Science**, *The American University in Bulgaria*, Blagoevgrad, Bulgaria, Summa Cum Laude.
Senior Thesis: “Imperia, the Bulgarian Computer Game”

Professional Experience

- 9/2014–present **Associate Professor of Computer Science**, *SUNY Oswego*, Oswego, NY.
Responsible for teaching undergraduate and graduate courses in Computer Science, Software Engineering, Human-Computer Interaction, Information Science, and Cognitive Science. Created a Game Development concentration in the CS major after creating and teaching several new courses relevant to the subject. Principal Investigator on a collaborative NSF grant in the amount of \$199,372.
- 7/2014–present **CTO and Member**, *Prista Technologies, LLC*, Syracuse, NY.
Providing technological guidance, as well as part-time software development.
- 8/2008–8/2014 **Assistant Professor of Computer Science**, *SUNY Oswego*, Oswego, NY.
- 9/2006–6/2008 **Graduate Teaching Assistant**, *The Ohio State University*, Columbus, OH.
Independently taught undergraduate courses in Computer Science and Software Engineering. Assisted with curriculum development.
- 9/2004–8/2006 **Graduate Research Assistant**, *The Ohio State University*, Columbus, OH.
Responsible for researching and developing decision support systems. Sponsored by the Army Research Labs and the Department of Defense.
- 5/2007–8/2007 **Google Summer of Code Developer**, *Google*, Columbus, OH.
Participated in the development of the Google Web Toolkit.
- 5/2006–8/2006 **Google Summer of Code Developer**, *OhioLINK*, Columbus, OH.
Created an instant messaging system.
- 5/2005–8/2005 **Google Summer of Code Developer**, *OhioLINK*, Columbus, OH.
Created a community tagging framework and a corresponding web site.

- 1/2000–5/2003 **Undergraduate Teaching Assistant**, *The American University in Bulgaria*, Blagoevgrad, Bulgaria.
Assisted with teaching an undergraduate course in Physics.
- 6/2001–9/2001 **Software Developer**, *Xyte*, Madison, WI, summer contract position.
Designed and implemented a web application.

Grants Awarded, Principal Investigator

- 8/2012–7/2016 Collaborative Research: Developing Course Modules to Teach Service-Oriented Programming through Exemplification and Visualization. This NSF TUES grant in the amount of \$199,372 includes collaboration with colleagues at RIT and Howard University.
- 6/2009–12/2009 Scholarly and Creative Activity Committee (SCAC) grant at SUNY Oswego. The award provided support (in the form of teaching release) for the development of *Dzver* during the autumn semester of 2009.

Independent Software Development

- 8/2013–7/2014 Designed and implemented VizFramework, a web service visualization tool to be used in introductory and upper-level Software Engineering courses
- 1/2010–1/2011 Designed and implemented AIsteroids, a multiplayer game platform allowing the runtime insertion of AI agents to facilitate new courses in Game Development and AI
- 1/2009–1/2010 Designed *Dzver*, a constructionist instructional tool to be used in introductory Computer Science courses
- 9/2007–12/2007 Participated in the creation of the *Gidget Pipeline Project*, a collection of programs and projects that create a sustainable and replicable “pipeline of support” that stretches from elementary school into adulthood, designed to encourage girls and women in computing
- 2/2002–5/2003 Created *Imperia*—the first Bulgarian Massively Multiplayer Online computer game, a free tick-based territorial strategy game. Solely developed every aspect of the game, including gameplay algorithms, server, and front-end. Led and managed the community that formed due to the overwhelming success of the game in Bulgaria.

Student Awards and Honors under Dr. Pantaleev’s Supervision

- 2016 Winner of the Computer Game competition, Quest, Alexander Kouthoofd
- 2015 Computer Science Oebele G. Van Dyk Outstanding Senior award, Brandon Caruso
- 2014 Winner of the Computer Game competition, Quest, Angela Graci
- 2013 Computer Science Oebele G. Van Dyk Outstanding Senior award, Eric McDuffee
- 2013 Sigma Xi Award for Best Student Presentation, Quest, Eric McDuffee
- 2012 Winner of the Computer Game competition, Quest, Joe Mirizio
- 2011 Computer Science Oebele G. Van Dyk Outstanding Senior award, James Daniello
- 2010 Best Computer Game, Quest, Aaron Marsh

Awards and Honors

- 2008 Student Teaching Award, Finalist, Ohio State University
- 2003–2004 Ohio State University Fellowship for exceptional graduate students
- 6/2003 Five-star (highest possible) recognition for *Imperia*, the first Bulgarian online computer game, awarded by Bulgaria's *PC Club* magazine
- 5/2003 Graduated summa cum laude from the American University in Bulgaria
- 1/2000–5/2003 Seven President's List awards (out of seven possible) at the American University in Bulgaria for maintaining a cumulative Grade Point Average above 3.8
- 9/1999–5/2003 Seven Dean's List awards (out of eight possible) at the American University in Bulgaria for acquiring a semestrial Grade Point Average above 3.8
- 1994–1999 Multiple awards at various Bulgarian regional and national olympiads in Computer Science, Mathematics, Physics, Chemistry, and Literature. The high school level of the Bulgarian olympiad in Computer Science is roughly equivalent to the university level of the ACM programming competition.

Curriculum Development Experience

- 2011 Created a Game Development concentration in the Computer Science major at SUNY Oswego
- Fall'2011 Recreated from scratch and taught CSC470 Computer Graphics and CSC454 Simulation and Virtual Worlds for inclusion in the concentration
- Fall'2010 Created and taught a pilot course on Topics in Computer Games, which later became CSC430, in collaboration with Dr. Damian Schofield
- Spring'2010 Created and taught a pilot course on Game Development, which later became CSC455
- Fall'2009 Created and taught a pilot course on Game Design, portions of which were later incorporated in CSC430 and CSC454

Teaching Experience

- 8/2009–present **Teaching an average of 1.33 independent studies per semester at SUNY Oswego.**
Advanced Studies in Java EE – Jeremy Heiler, Advanced Java for the Web – Chintan Modha, Advanced Studies in Game Programming – James Daniello, Advanced Studies in Computer Graphics – Aaron Marsh, Advanced Studies in Web Development – Nicholas Poorman, Advanced Studies in Game AI – James Daniello, Data Structures in Games – Eric McDuffee, Advanced Graphical User Interfaces – Rick Horn, Advanced Game Development – Eric McDuffee, Advanced Web Services – Steven Pomerville, Explorations in Procedural Content Generation – Eric McDuffee, Evolutionary Computation – Eric McDuffee, Procedural Content Generation – Matthew Buske, Advanced Web Services – Dean Tupper, Advanced Graphical User Interfaces – Michael Kolacki, Jeff Registre, and Dean Tupper, Advanced Web Services – Rafael Torres

- 8/2008–present **Graduate and undergraduate courses taught at SUNY Oswego.**
CSC455 Computer Game Development, CSC430/HCI530 Topics in Games, CSC490 Game Design, CSC495 Software Engineering Seminar, CSC435/HCI535 Web Services, CSC470 Computer Graphics, CSC454 Simulation and Virtual Worlds, CSC420/HCI520 Graphical User Interfaces, CSC380 Software Engineering, CSC322 Systems Programming, CSC241 Abstract Data Types and Programming Methodology (CS2).
- 9/2006–6/2008 **Courses taught at The Ohio State University.**
CSE757 Software Engineering, CSE201 Elementary Computer Programming, CSE202 Introduction to Programming for Engineers and Scientists, CSE214 Data Structures for Information Systems.
- 1/2000–5/2003 **Laboratories and exercises led at The American University in Bulgaria.**
SCI110 Introduction to Physics.

Publications: Book Chapters

Alan Katerinsky, Alex Pantaleev, and H. Raghav Rao. Turning westward: Information policies in post communist Romania and Bulgaria. In Esharenana Adomi, editor, *Handbook of Research on Information Communication Technology: Trends, Issues, and Advancements*, pages 763–768. IGI Global, Hershey, PA, USA, 2010.

Conference Proceedings

Xumin Liu, Alex Pantaleev, Rajendra Raj, Chunmei Liu, and Tom Reichlmayr. A flexible multi-institutional approach to incorporating new coursework into computer science and software engineering. In *The 45th Annual Frontiers in Education Conference*, El Paso, Texas, October 2015.

Xumin Liu, Alex Pantaleev, Rajendra Raj, Chunmei Liu, and Tom Reichlmayr. Incorporating service-oriented programming techniques into the undergraduate cs and se curricula. In *The 43rd Annual Frontiers in Education Conference*, Oklahoma City, Oklahoma, October 2013.

Eric McDuffee and Alex Pantaleev. Team blockhead wars: Generating fps weapons in a multiplayer environment. In *Procedural Content Generation in Games*, Chania, Greece, May 2013.

Alex Pantaleev, Adrian Ieta, and Carolina Ilie. “just-in-time” teaching: Computer science meets physics. In *The 119th ASEE Annual Conference & Exposition*, San Antonio, Texas, June 2012.

Alex Pantaleev. In search of patterns: Disrupting rpg classes through procedural content generation. In *Procedural Content Generation in Games*, Raleigh, North Carolina, May 2012.

Adrian Ieta, Alex Pantaleev, and Carolina Ilie. An evaluation of the “just-in-time” teaching method across disciplines. In *The 118th ASEE Annual Conference & Exposition*, Vancouver, Canada, June 2011.

Alex Pantaleev. Dzver: A visual CS learning environment. In *Innovation and Technology in Computer Science Education (ITiCSE)*, page 387, Paris, France, July 2009. Poster Session.

Alex Pantaleev. A visual CS environment in the making. In *SUNY Conference on Instructional Technologies (CIT)*, page 99, May 2009. Extended Abstract.

Alex Pantaleev and Atanas Rountev. Identifying data transfer objects in ejb applications. In *Fifth International Workshop on Dynamic Analysis*, May 2007.

Alex Pantaleev and John Josephson. Prospects for dynamic isr tasking and interpretation based on standing orders to sensor networks. In *Multisensor, Multisource Information Fusion: Architectures, Algorithms, and Applications*, April 2007.

Cvetelina Cekova, Balakrishnan Chandrasekaran, John Josephson, and Alex Pantaleev. Simulation-based planning for peacekeeping operations: Selection of robust plans. In *Modeling and Simulation for Military Applications*, April 2006.

Alex Pantaleev and John Josephson. Higher-level fusion for military operations based on abductive inference: Proof of principle. In *Multisensor, Multisource Information Fusion: Architectures, Algorithms, and Applications*, April 2006.

Presentations

Alex Pantaleev. Computer game contest. Quest Symposium, SUNY Oswego, April 2014.

Alex Pantaleev. Teaching game development. Eeriecon 2014, Niagara Falls, NY, April 2014. Distinguished Guest and Panelist.

Xumin Liu, Alex Pantaleev, Rajendra Raj, Chunmei Liu, and Tom Reichlmayr. Collaborative research: Developing course modules to teach service-oriented programming through exemplification and visualization. In *SIGCSE*, Atlanta, Georgia, March 2014. Poster Session.

Alex Pantaleev. The future of video games. SFCOntario 2013, Toronto, Canada, December 2013. Distinguished Guest.

Alex Pantaleev. Pc gaming on the rise. Astronomicon 2013, Rochester, NY, November 2013. Distinguished Guest.

Alex Pantaleev. Procedural content generation in games. Eeriecon 2013, Niagara Falls, NY, April 2013. Distinguished Guest and Panelist.

Alex Pantaleev. Scientific literacy vs human knowledge. SFCOntario 2012, Toronto, Canada, November 2012. Distinguished Guest.

Alex Pantaleev. Making computer games == fun. Faculty After Dark program, SUNY Oswego, September 2012.

Alex Pantaleev. Computer game contest. Quest Symposium, SUNY Oswego, April 2012.

Alex Pantaleev. Considerations in game design. Eeriecon 2012, Niagara Falls, NY, April 2012. Distinguished Guest.

Alex Pantaleev. Why make computer games? Faculty After Dark program, SUNY Oswego, December 2011.

Alex Pantaleev. Cyborg or robot. SFCOntario 2011, Toronto, Canada, November 2011. Distinguished Guest.

Adrian Ieta, Carolina Ilie, and Alex Pantaleev. Effective lectures using online quizzes. In *SUNY Oswego Symposium on Teaching and Learning*, October 2011. Poster Session.

Alex Pantaleev. World building in games. Eeriecon 2011, Niagara Falls, NY, May 2011. Distinguished Guest.

Alex Pantaleev. Video game theory and analysis. SUNY Oswego, BRC 422, February 2011. Invited Lecture.

Alex Pantaleev. Designing strategy games. SFCOntario 2010, Toronto, Canada, November 2010. Distinguished Guest.

Alex Pantaleev. Game programming competition. Quest Symposium, SUNY Oswego, April 2010.

Alex Pantaleev. Games, play, and stories. Eeriecon 2010, Niagara Falls, NY, April 2010. Distinguished Guest.

Alex Pantaleev. Video game theory and analysis. SUNY Oswego, BRC 422, April 2010. Invited Lecture.

Alex Pantaleev. Weaving stories in computer games. Quest Symposium, SUNY Oswego, April 2010.

Alex Pantaleev. Computer game design: Steampunk worlds. Astronomicon 2009, Rochester, NY, November 2009. Distinguished Guest.

Alex Pantaleev. Dzver: Helping CS students learn better. In *SUNY Oswego Symposium on Teaching and Learning*, September 2009. Poster Session.

Alex Pantaleev. Computer game design. Quest Symposium, SUNY Oswego, April 2009.

Alex Pantaleev. Making computer games. Eeriecon 2009, Niagara Falls, NY, April 2009. Distinguished Guest.

Alex Pantaleev. From the ground up: Constructionist environments for teaching CS students. Computer Science Lecture Series, SUNY Oswego, February 2009.

Alex Pantaleev. The FLOSS process. Ohio State University, February 2008. Invited Lecture.

Student Presentations under Dr. Pantaleev's Supervision

Angela Graci. A web-based adventure game. Quest Symposium, SUNY Oswego, April 2013.

Eric McDuffee. Team blockhead wars: Generating fps weapons in a multiplayer environment. Quest Symposium, SUNY Oswego, April 2013.

Damian Reichel and Cristofer Tamayo. College housing hub. Quest Symposium, SUNY Oswego, April 2013.

Andy Valdez, Mark Willson, Delvison Castillo, and Yulle Glebyo Borges Felipe. Unihub: a classified service for the college environment. Quest Symposium, SUNY Oswego, April 2013.

Yongji Chen. The car destructoid game. Quest Symposium, SUNY Oswego, April 2012.

Jennifer Francisco. Evil puffs. Quest Symposium, SUNY Oswego, April 2012.

Eric McDuffee. Blockhead wars. Quest Symposium, SUNY Oswego, April 2012.

Joe Mirizio. Spaceship arcade. Quest Symposium, SUNY Oswego, April 2012.

Damian Reichel. 3d retro-snake. Quest Symposium, SUNY Oswego, April 2012.

Ryan Southard. Dnd, 3d-style. Quest Symposium, SUNY Oswego, April 2012.

Bobby Tew. Monster platformer. Quest Symposium, SUNY Oswego, April 2012.

Aaron Marsh. Space empires. Quest Symposium, SUNY Oswego, April 2011.

Joe Mirizio. Notifeye: The laundry messenger. Quest Symposium, SUNY Oswego, April 2011.

Corey O'Neill and Michael Kaine. Avatar battles. Quest Symposium, SUNY Oswego, April 2011.

Nicholas Poorman. Social video tagging. Quest Symposium, SUNY Oswego, April 2011.

Aaron Marsh. Programming AI agents for the Asteroids game. Sigma Xi Science Day, SUNY Oswego, March 2011.

Jennifer Francisco. A quest in a text-based virtual world. Quest Symposium, SUNY Oswego, April 2010.

Travis Nutting. A virtual world with a map editor. Quest Symposium, SUNY Oswego, April 2010.

Daron Farina. Web rpg. Quest Symposium, SUNY Oswego, April 2009.

Brandon Gilfus. Sticky note organizer. Quest Symposium, SUNY Oswego, April 2009.

Jeremy Heiler. Mixtoogather. Quest Symposium, SUNY Oswego, April 2009.

Chintan Modha. A panicking im client. Quest Symposium, SUNY Oswego, April 2009.

Ben Paretzky and Dawn Orlandella. Burner interface. Quest Symposium, SUNY Oswego, April 2009.

Nicholas Poorman. Airpwn gui for script kiddies. Quest Symposium, SUNY Oswego, April 2009.

Book Reviews

Debu Panda, Reza Rahman, and Derek Lane. *Ejb 3 in Action*. Manning Publications Co., Greenwich, CT, USA, 2007.

Service: Professional

3/2015–5/2015 **PCG’2015**, *Program Committee member*.

3/2014–5/2014 **PCG’2014**, *Program Committee member*.

10/2013–3/2014 **SIGCSE’2014**, *Teaching Service-Oriented Programming to CS and SE Undergraduate Students*, Organizer, conference workshop.

4/2013–10/2013 **FIE’2013**, *Teaching SOP to CS and SE Undergraduate Students*, Organizer, pre-conference workshop.

6/2012–5/2013 **PCG’2013**, *Organizer and Program Committee member*.

3/2012–5/2012 **PCG’2012**, *Program Committee member*.

Service: University and Department

10/2015 **Organizer of the regional ACM programming competition**, *SUNY Oswego*.

11/2014–4/2015 **Computer Science Faculty Search Committee**, *SUNY Oswego*, CS Department.

10/2014 **Organizer of the regional ACM programming competition**, *SUNY Oswego*.

4/2014 **Quest Symposium**, *SUNY Oswego*.

Chaired the Computer Games session

10/2013 **Organizer of the regional ACM programming competition**, *SUNY Oswego*.

4/2013 **Quest Symposium**, *SUNY Oswego*.

Chaired the Computer Science session

10/2012–2/2013 **Human-Computer Interaction Faculty Search Committee**, *SUNY Oswego*, CS Department.

- 10/2012 **Organizer of the regional ACM programming competition, SUNY Oswego.**
- 4/2012 **Quest Symposium, SUNY Oswego.**
Chaired the Computer Games session
- 8/2011–6/2014 **New Faculty Orientation Committee, SUNY Oswego.**
- 8/2011–6/2013 **Scholarly and Creative Activity Committee, SUNY Oswego.**
- 10/2011 **Devised problems and judged the regional ACM programming competition, SUNY Oswego.**
- 4/2011 **Quest Symposium, SUNY Oswego.**
Chaired the Computer Science session
- 10/2010 **Devised problems and judged the regional ACM programming competition, SUNY Oswego.**
- 8/2010–present **Computer Science Representative to the Campus Technology Advisory Board, SUNY Oswego.**
- 8/2010–present **Personnel Committee, SUNY Oswego, CS Department.**
- 8/2010–present **Laboratory Committee, SUNY Oswego, CS Department.**
- 4/2010 **Quest Symposium, SUNY Oswego.**
Chaired the Computer Games session
- 10/2009 **Judged the regional ACM programming competition, SUNY Potsdam.**
- Spring 2009 **Human-Computer Interaction Faculty Search Committee, SUNY Oswego, CS Department.**
- 4/2009 **Quest Symposium, SUNY Oswego.**
Chaired the Software Engineering session
- 1/2009–5/2010 **Seminar Coordinator, SUNY Oswego, Computer Science Department.**
- 10/2008 **Devised problems and judged the regional ACM programming competition, SUNY Oswego.**
- 9/2008–present **Serving on the board of the Human-Computer Interaction program, SUNY Oswego.**
- 8/2008–8/2010 **Curriculum Committee, SUNY Oswego, CS Department.**
- 8/2008–8/2010 **Recruiting, Alumni, and Advisement Committee, SUNY Oswego, CS Department.**

Interests

- Game design and development
- Software development
- Problem Solving
- Computer Programming
- Software Engineering
- Programming Languages

Languages

Bulgarian **native**
English **fluent**

German **conversational**

Russian **conversational**