

Computing Sciences Colloquia Schedule for Fall 2026, as of August 16, 2026

Week of	Friday 3:00 - 4:15 PM
Aug 31	Sep 4 - Introductory Meeting <i>LSC 133 reserved</i>
Sep 7	Sep 11 - <i>BRN 228 reserved (STUDENT SENATE MEETING, LSC 133 taken)</i>
Sep 14	Sep 18 - <u>Using Flutter and Generic Programming to Build a Flexible Cross-Platform Sports Training Application</u> , Kyle Burrell ^{'19} <i>LSC 133 reserved</i>
Sep 21	Sep 25 - <i>LSC 133 reserved</i>
Sep 28	Oct 2 - <u>Graduate Study Panel</u> , James Fox ^{'25} , Bernard Scott ^{'25} , etc. <i>LSC 133 reserved</i>
Oct 5	Oct 9 - <i>LSC 133 reserved</i> Last day of class before Fall Break
Oct 12	Oct 16 - <i>LSC 133 reserved</i>
Oct 19	Oct 23 - <u>AI Literacy Is the New Computer Literacy</u> , Michael Wass ^{'21} <i>BRN 228 reserved (OPEN HOUSE I/REHEARSALS LSC 133 taken)</i>
Oct 26	Oct 30 - <i>LSC 133 reserved</i>
Nov 2	Nov 6 - <u>Systems Thinking and Communication</u> , Joe Casabona ^{'07,6'09} <i>BRN 228 reserved (OPEN HOUSE II LSC 133 taken)</i>
Nov 9	Nov 13- <i>LSC 133 reserved</i>
Nov 16	Nov 20 - <u>The Importance of Software Test</u> , Charlie Bryant ^{6'99} <i>LSC 133 reserved</i>
Nov 23	Thanksgiving break
Nov 30	Dec 4 - <u>Student Internships, etc. Panel</u> <i>LSC 133 reserved</i>
Dec 7	Dec 11- Last Friday of Classes <i>LSC 133 reserved</i>
Dec 14	Final Exams

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	Fall 2026
Date	Presentation
Sep-18-2026	<u>Using Flutter and Generic Programming to Build a Flexible Cross-Platform Sports Training Application</u>
	Kyle Burrell '19
	ABSTRACT: Software development in small startups presents a distinct set of challenges, including the creation of complex technology with extremely limited resources, funding, and personnel, often before a clear market has emerged. At PantherTec, a small sports technology startup delivering haptic feedback-driven training experiences for athletes and coaches, these challenges were especially pronounced. With a single technical contributor, a highly diverse customer base spanning multiple sports and industries, and the need to support both Android and iOS platforms, conventional development approaches quickly became impractical. Maintaining separate codebases was unsustainable, and creating custom training experiences for each sport was infeasible given the limited resources. At the same time, narrowing focus to a single sport was not viable, as no single market initially offered enough customers to support the business, and long-term market viability in any single sport or industry remained uncertain. This presentation describes how Flutter and generic programming techniques were leveraged to address these constraints by building a template-based mobile application that compiles across platforms and can be quickly and easily adapted to new sports or industries without writing additional code. This approach cut development time in half, improved cross-platform consistency, reduced workload, and enabled dozens of unique, sport-specific training experiences to be delivered within a single application.
	BIO: Kyle Burrell is the CTO/Head of Basketball for PantherTec, and the founder of Neuralytics AI, LLC. At PantherTec, Kyle leads the development of the company's mobile app and custom motion capture + haptic feedback device firmware while designing basketball-specific training experiences featuring the company's proprietary technology. At Neuralytics, he is conducting research and development of brain analytics technology for athletes and coaches in sports and esports. He graduated from The University of Scranton in 2019 with degrees in Applied Mathematics and Computer Science, and holds advanced certificates in both statistics and machine learning from the Massachusetts Institute of Technology (MIT) online learning platform, MITx.

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Oct-02-2026	<u>Graduate Study Panel</u>
	James Fox ^{'25} , Bernard Scott ^{'25} , etc.
	ABSTRACT: Figuring out what to do after graduation can be a challenging process. Some choose to enter the workforce but a growing number of students are considering graduate programs. This panel seeks to give the opportunity for recently graduated Scranton students to share their graduate school journey. This discussion will cover the reasons why to pursue or not pursue graduate studies, give guidance on the application process and cover the graduate school experience. This discussion will cover some common concerns such as when students should start looking at schools, what kind of things they should be looking for when reviewing schools and what are the common deadlines and requirements. It will also discuss how grad school is different and what students can expect when they begin grad school. Also, this discussion will cover how choosing graduate school can help in one's own career in industry.
	BIO: James Fox^{'25} is currently pursuing his masters degree in Computer Science at Villanova University and has a full tuition assistantship and has been a TA for multiple courses. While at Villanova he is involved in a graduate research project in robotic grid assembly algorithms. He has completed a back end development internship at IBM Poughkeepsie working on IBM zOS development this summer. James graduated from Scranton in 2025 with a computer science and Mathematical Sciences major. He was a member of the MAGIS honors program in STEM and worked with Dr. Frissell on MSTID research. Under this project he attended multiple conferences and defended an undergraduate thesis. He also worked as a techcon in OSSS providing technical support for faculty and students with LMS software. He was treasurer for Scranton's Gaming club and was instrumental, along with Bernard Scott, in rejuvenating the ACM student chapter and organized many student focused events and meetings. Bernard Scott^{'25} graduated from the University of Scranton with a B.S. in computer science, and is currently pursuing his masters degree in Software Engineering at Villanova University. At Villanova, Bernard contributes to an online learning platform which assists students with learning topics for their computer science classes. He also collaborates with other undergraduate students in research investigating sustainable human-computer interaction and the secondhand market. Bernard recently completed an internship at Garmin where he worked on the Garmin Messenger App for iOS. At the University of Scranton, Bernard conducted research led by Dr. Klobusicky which explored the practical application of measuring the disorder of polygonal microstructures. Bernard's contributions included writing Python programs which performed statistical analysis of Voronoi diagrams, and incorporating version control with git. These contributions would eventually be published in the International Journal of Applied and Computational Mathematics. Alongside James Fox in their senior year, Bernard led the University of Scranton ACM Student Chapter providing students opportunities to network and learn about computer science in academic and professional settings.

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Oct-23-2026	<u>AI Literacy Is the New Computer Literacy</u>
	Michael Wass ^{'21}
	ABSTRACT: AI is changing the workplace, but the bigger shift may not be jobs disappearing. It may be the growing gap between people who know how to use AI effectively and those who do not. This talk explores what AI literacy means as these tools become part of everyday work across nearly every field. Knowing how to work with AI is quickly becoming a practical skill, not a technical specialty. This talk explores where AI can improve how people work, where it still falls short, and why human judgment still remains essential. We'll also look at how students can prepare for that shift, how AI is already changing what employers expect, and why knowing when to use AI, how to evaluate its output, and when not to trust it will become expected skills. Students will leave with a clearer understanding of what practical AI literacy looks like and how they can begin building that skill before entering the workforce.
	BIO: Michael Wass is the Head of Engineering and Product at Ryan Leckey Media, where he builds software products, web platforms, and technical systems for the agency and its clients. His professional background includes product engineering, SaaS applications, cloud infrastructure, and open-source software. A 2021 graduate of the University of Scranton with a bachelor's degree in Computer Science, Michael worked with several SaaS startups before joining Ryan Leckey Media in 2024. Earlier in his career, he completed a Production Engineering internship at Facebook in 2019 and an IT internship at Geisinger Health Plan in 2018. He also remains active in open-source software communities.

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Nov-06-	<u>Systems Thinking and Communication</u>
	Joe Casabona '07, G'09
	ABSTRACT: The most durable skills a CS or software engineering education gives you aren't specific languages or frameworks, which change constantly, but two things that transfer to almost any career. The first is systems thinking — breaking a messy, ambiguous problem down into inputs, processes, and outputs. The second is the ability to teach and translate technical ideas for the person who needs to understand them, whether that's a client, a stakeholder, or a non-technical teammate. He'll also make the case that these are the skills least likely to be automated: AI can summarize documentation and generate code, but it can't sit with a confused stakeholder and figure out what they actually meant. Students will leave with a broader sense of what their degree prepares them to do and why the non-coding skills are worth taking seriously now.
	BIO: Joe Casabona helps solopreneurs replace manual tasks with reliable systems so they can take time off worry-free. After having a panic attack, he learned the hard way the danger of trying to do everything yourself. So he rebuilt his business, delegating, automating, and removing as much as possible. A TEDx speaker, he's spoken on stage at dozens of conferences, and has helped hundreds of solopreneurs save 10-15 hours per week through his podcast, newsletter, and consulting. With his Master's Degree in software engineering and 18+ year teaching background, he has a unique ability to break down complex concepts into understandable, actionable steps. His clients say he "has the heart of a teacher." When he's not working, he's watching the Yankees game or taking off early to take his kids to the park.
Nov-20-2026	<u>The Importance of Software Test</u>
	Charlie Bryant G'99
	ABSTRACT: The importance of software test cannot be emphasized enough, especially in today's smart device, AI, and up and coming quantum computing environments. Discussion centers around importance, benefits, basics, and advanced methodologies of test as it pertains to the various test disciplines in the software industry.
	BIO: • B.S. Computer Science/Psychology, Clarkson University, Potsdam, NY 1989 • M.S.S.E Software Engineering, University of Scranton, 1999 • Currently employed by IBM Endicott (site now closed and we WFH with colleagues and management in Poughkeepsie, NY)
Dec-04-2026	<u>Student Internships, etc. Panel</u>

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	<i>Current Students TBD</i>
	ABSTRACT:
	BIO:
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