

Computing Sciences Colloquia Schedule for Spring 2026, As of February 16, 2026

	Spring 2026
Week of	Friday 3:00 - 4:15 PM
Jan 26	Jan 30 - (LSC 133 reserved)
Feb 2	Feb 6 - Introductory Meeting (LSC 133 reserved)
Feb 9	Feb 13 - Career Panel Discussion (First/New Job) Moderator - Stephen Zevan^{'93, '6'95}, Panelists - Mark Liskowicz^{'19, '6'20}, Anthony Lucchese^{'23}, Joe Schofield^{'90, '6'94}, Francis Tholley^{'21, '6'23} (LSC 133 reserved)
Feb 16	Feb 20 - (LSC 133 reserved)
Feb 23	Feb 27 - Student Research Panel Panelists: Dr. Nathaniel Frissell - Physics/Engineering, Dr. Joseph Klobusicky - Mathematics, Dr. Hiva Samadian - Computing Sciences (LSC 133 reserved)
Mar 2	Mar 6 - (LSC 133 reserved)
Mar 9	Mar 13 - Last Class Day before Spring Break
Mar 16	Mar 21 - Spring Break
Mar 23	Mar 27 - (BRN 228 reserved)
Mar 30	Apr 3 - Easter Break
Apr 6	Apr 10 - (BRN 228 reserved)
Apr 13	Apr 17 - Using Flutter and Generic Programming to Build a Flexible Cross-Platform Sports Training Application, Kyle Burrell¹⁹ (LSC 133 reserved)
Apr 20	Apr 24 - (BRN 228 reserved)
Apr 27	May 1 - Student Projects, Etc. Fair/Panel (LSC 133 reserved)
May 4	May 8 - Last Class Day (LSC 133 reserved)

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Spring 2026	
Date	Presentation
Feb-13-2026	<u>Career Panel Discussion (First/New Job)</u>
	<p>Moderator - Stephen Zevan^{'93, '95}, Panelists - Mark Liskowicz^{'19, '20}, Anthony Lucchese^{'23}, Joe Schofield^{'90, '94}, Francis Tholley^{'21, '23}</p>
	<p>ABSTRACT:</p> <p>The Career Panel Discussion is designed to provide insights to rising graduates on how they can be successful in their new career. We'll identify key success criteria, and conduct an interview with a panel of recent and seasoned graduates.</p> <p>Establishing a brand early in your career can be difficult but not impossible. Be the person that has a reputation of completing tasks 100% of the time - not 80% of the time. Best advice I ever received: "No one will ever tell you what to do and what not to do - it's up to you to own your career".</p>
	<p>BIOGRAPHIES:</p> <p>Stephen Zevan^{'93, '95} - (BS Computer Science '93, MS in Software Engineering '95) Director of SWEE/Cybersecurity/AI & Product Development at Comcast. Accomplished Software Product Development Architect with a strong delivery record, proven problem-solving skills, versatile mathematical background, and passion for software development and cybersecurity engineering. Most recently served as the Global Product Director of Zero Trust Security at Comcast and published numerous white papers on Zero Trust and how AI is playing a major role in enterprise security and reducing risk across the threat landscape.</p> <p>Mark Liskowicz^{'19, '20} - (BS Comp. Sci. '19 / MS Software Eng. '20) is a software engineer currently employed by NDI Engineering, a primary contractor for the US Navy on various shipboard systems. During the two years and counting working for NDI, he has discovered a particular interest in machinery control systems which he develops for LHD class ships. Mark has spent his entire 6 year career working in the defense industry; having unique experiences contributing to real-time simulators for the US Air Force while working for Discovery Machine, Inc., and various maritime software applications while working for both Lockheed Martin and NDI Engineering. These past experiences on niche applications have given Mark unique insights into the software development process that he is excited to share.</p> <p>Anthony Lucchese^{'23} - (BS Computer Science and Applied Mathematics '23, GaTech Class of '26) is a Software Engineer at Edward Jones, a Private F500 Financial Services company. He works on backend systems for the Customer Mobile app and building mobile ETL pipelines. Anthony also helped roll out the company's Internal Developer Portal and has moved into more general DevOps Enablement role. He interned at Edward Jones in 2022 and now is a mentor for current interns. On the side, he's pursuing his master's in computer science with a focus on AI at Georgia Tech, building on his double major in CS and Applied Math from the University of Scranton.</p> <p>Joe Schofield^{'90, '94} - (BS Computer Science 1990, MS Software Engineering 1994) is a Programmer/Analyst U.S. District Court for the Middle District of Pennsylvania 2006-present. Unix/Microsoft environment with multiple programming languages and databases. Projects include tools and utilities to aid court staff and judges in performing their duties in the courtroom as well as in the Clerk's Office. Other duties include administration of the Electronic Filing System for litigants as well as staff. Development is in the .NET environment utilizing Informix and MS SQL databases. Previously he was a Computer Programmer at Keystone Automotive 1990-2006 (1st job). C/Unix environment using C-Isam (Informix) as our DB engine/provider. Company is an automotive distribution warehouse. Duties included programming software as well as hardware configuration, installation, and troubleshooting a Unix based running SCO Unix/Xenix. The system was developed in C and Informix ISAM which ran an auto parts business.</p>

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	<p>Francis Tholley^{21,623} - (BS Computer/Electrical Engineering 2021, MS Software Engineering 2023) is a Software Engineering at Google in Sunnyvale, CA, contributing to one of Google Cloud Storage Engineering teams. His focuses are in the following areas.</p> <ul style="list-style-type: none"> • Engineering Distributed Systems: Developing and maintaining large-scale distributed systems across global regions. • Data Availability & Management: Focused on managing client data to ensure high availability and reliability. • Storage Optimization: Implementing efficient data storage solutions to maximize performance and cost-effectiveness. • Core Technologies: Leveraging data deduplication, compression, and redundancy to ensure data integrity and system resilience.
<p>Feb-27-2026</p>	<p><u>Student Research Panel</u></p>
	<p>Dr. Nathaniel Frissell - Physics/Engineering, Dr. Joseph Klobusicky - Mathematics, Dr. Hiva Samadian - Computing Sciences</p>
	<p>ABSTRACT:</p> <p>Computer Science has historically and in some ways profoundly enhanced research and development in a wide variety of fields. Two of the closest fields to computing are Engineering and Mathematics and so it should come as no surprise that collaborations between faculty and students in the corresponding departments here at Scranton have and continue to occur. This panel brings together three faculty members to talk about their research interests and their experiences involving students in their research.</p>
	<p>BIOGRAPHIES:</p> <p>Dr. Nathaniel Frissell - Nathaniel Frissell, Ph.D., W2NAF, is an Associate Professor of Physics and Engineering at The University of Scranton. Dr. Frissell's research interests include space weather and radio science, with a focus on traveling ionospheric disturbances and High Frequency (HF) radio propagation. His teaching interests include digital signal processing, electromagnetics, communications systems, and space physics/space weather. Dr. Frissell's passion for radio and radio science began in middle school when he was introduced to the amateur (ham) radio hobby through scouting. As a scouter and Eagle Scout, he directed the Forestburg Scout Reservation Technology Center from 2002-2006, founded the W2FSR scout amateur radio station, and served on K2BSA staff at multiple National Scout Jamborees. He eventually went on to earn his B.S. in Music Education and Physics from Montclair State University, and M.S. and Ph.D. in Electrical Engineering from Virginia Tech working in the Virginia Tech Super Dual Auroral Radar Network (SuperDARN) laboratory. Dr. Frissell founded and now leads the NASA, NSF, and ARDC-supported Ham Radio Science Citizen Investigation (HamSCI.org) citizen science community and is the Principal Investigator of multiple research grants, including an NSF CAREER award. Dr. Frissell is the advisor and trustee for the W3USR University of Scranton Amateur Club, an IEEE senior member, and a member of the CQ Amateur Radio Hall of Fame, and a Fellow of the Radio Club of America. He is a winner of the 2017 Yasme Foundation Excellence award, the 2019 Dayton Amateur Radio Association Amateur of the Year Award, the 2025 Radio Society of Great Britain (RSGB) Les Barclay Memorial Award for Radio Propagation, and the 2026 Orlando Hamcation Carole Perry Educator of the Year.</p>

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	<p>Dr. Joseph Klobusicky - (BS, MS Carnegie Mellon '09; MSc '10, Phd '14 Brown) is an Associate Professor in the Mathematics Department at The University of Scranton. He has experience in industry, working as a data scientist at Geisinger Health Systems from 2014-2016. He also has conducted postdoctoral research in mathematical biology at Rensselaer Polytechnic Institute from 2016-2019, and was a National Research Council (NRC) Fellow at the National Institute of Standards and Technology (NIST) from 2019-2020. Since 2020, he has worked in the Mathematics department at Scranton. Prof. Klobusicky's work spans over theoretical and computational methods in mathematical biology and materials science. Toward the theoretical end, Prof. Klobusicky studies stochastic processes and differential equations. On the computational side, he works on machine learning algorithms and numerical methods for implementing mathematical models. He's always interested in hearing from students about how clever computing can speed up computationally intensive tasks.</p> <p>Dr. Hiva Samadian - Dr. Hiva Samadian is an Assistant Professor of Computer Science at The University of Scranton. His main teaching interests are in courses such as Theory of Computation, Analysis of Algorithms, Discrete Structures, Programming, and Data Structures. His principle teaching objectives are raising student's motivation to learn, and facilitating student's mastery of the field, thereby making them become independent learners, and creative and critical thinkers in their future careers and daily lives. His research interests are Theoretical Computer Science, Algorithms and Data Structures, Computational Complexity, Logic, and Computability and Automata Theory. Dr. Samadian is a theorist who provides logical, mathematical, and algorithmic solutions to computer science problems. His research projects in the fields of Computational Biology, Access Control, Robot Motion Planning, and Data Mining all share the theoretical nature of their research methods. His current research on Solvable Graphs for Robot Motion Planning problem tries to find the properties of a solvable graph through identifying some basic topological structures that their solvability contributes vitally to the solvability of the graph containing them.</p> <p>Since 2011, Dr. Samadian has enjoyed teaching and mentoring young computer science college students and involving them in undergraduate research projects. He is committed to Diversity, Equity, and Inclusion, and providing an interactive and collaborative learning environment for students, and cultivating ethical research and professional attitudes in students. Before joining The University of Scranton, he was an assistant professor of computer science at King's College (3 years), and before that a visiting assistant professor of computer science at Colgate University (3 years). He feels he is still young enough to continue playing soccer in his spare time.</p>
<p>Mar-27-2026</p>	
	<p>ABSTRACT:</p>
	<p>BIOGRAPHY:</p>
<p>Apr-17-2026</p>	<p><u>Using Flutter and Generic Programming to Build a Flexible Cross-Platform Sports Training Application</u></p>
	<p>Kyle Burrell¹⁹</p>

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	<p>ABSTRACT:</p> <p>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.</p> <p>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.</p> <p>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,</p>
	<p>BIOGRAPHY:</p> <p>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.</p>
<p>May-01 - 2026</p>	<p><u>Student Projects, Etc. Fair/Panel</u></p>
	<p>Current Students:</p>
	<p>ABSTRACT:</p> <p>Current students will each offer brief presentations/demonstrations on their recent projects, and other such, experiences.</p>
	<p>BIOGRAPHY:</p>
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