Computing Sciences Colloquia Schedule for Spring 2026, As of February 13, 2026

Week of	Spring 2026
	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,G95]*, Panelists – Mark Liskowicz*[19,G20]*, Anthony Lucchese*[23]*, Joe Schofield*[90,G94]*, Francis Tholley*[21,G23] *(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 – Software Engineering for Maritime Machinery Control Systems** **Mark Liskowicz**[19,G20] *(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 Burrell[19] *(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)*

Spring 2026	
Date	**Presentation**
Feb-13-2026	<u>**Career Panel Discussion (First/New Job)**</u>
	Moderator - Stephen Zevan[93,G95]*, Panelists – Mark Liskowicz*[19,G20]*, Anthony Lucchese*[23]*, Joe Schofield*[90,G94]*, Francis Tholley*[21,G23]
	ABSTRACT: 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. 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".
	BIOGRAPHIES: **Stephen Zevan**[93,G95] **-** (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. **Mark Liskowicz**[19,G20] - (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. **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. **Joe Schofield**[90,G94] – (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.

	Francis Tholley[21,G23] – (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. • 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.
Feb-27-2026	**Student Research Panel**
	Dr. Nathaniel Frissell – Physics/Engineering, Dr. Joseph Klobusicky – Mathematics, Dr. Hiva Samadian – Computing Sciences
	ABSTRACT: 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.
	BIOGRAPHIES: **Dr. Nathaniel Frissell –** **Dr. Joseph Klobusicky –** **Dr. Hiva Samadian –**
Mar-27-2026	**Software Engineering for Maritime Machinery Control Systems**
	Mark Liskowicz[19,G20]
	ABSTRACT: Machinery control systems play a key role in keeping critical assets such as power plants, factories, and ships running smoothly. They can have unique requirements, such as needing to be designed to safely handle all physical states of complex machines or electronics, maintain some level of functionality in a degraded state, needing to be highly configurable in order to accommodate changes to hardware, and need GUIs that make critical functions and data easy to access while being intuitive to trained users. Designing a machinery control system to run onboard a naval ship adds another layer of complexity. Despite the importance of machinery control systems, most computing sciences students get little to no exposure to this field. This talk is intended to be an introduction to this kind of system, providing an overview of how PLCs are programmed and their capabilities, what kind of considerations must go into system design, how unique testing and software deployment requirements affect the SDLC, and lessons that can be applied to many other types of software applications.

	BIOGRAPHY: **Mark Liskowicz**[19,G'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.
Apr-17-2026	**Using Flutter and Generic Programming to Build a Flexible Cross-Platform Sports Training Application**
	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,
	BIOGRAPHY: 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.
May-01-2026	**Student Projects, Etc. Fair/Panel**

	Current Students:
	ABSTRACT: Current students will each offer brief presentations/demonstrations on their recent projects, and other such, experiences.
	BIOGRAPHY:
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