CHRISTOPHER DRAGERT

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EDUCATION

McGill University   2008 – present
Ph.D., Computer Science
Thesis title: *Model-Driven Development of AI for Digital Games*
Advisors: Dr. Jörg Kienzle and Dr. Clark Verbrugge
Thesis defense in Jan. 2014 with graduation expected in June 2014

Queen's University   2006-2008
M.Sc., Computer Science
Thesis title: *Generation of Concurrency Controls Using Discrete-Event Systems*
Advisors: Dr. Juergen Dingel and Dr. Karen Rudie, P. Eng.

Queen's University   1998-2002
B.Sc., Engineering Physics, Computing Option

PROFESSIONAL EXPERIENCE

Faculty of Engineering, Queen's University
Research Assistant   2007
I performed development on IDES, a graphical system for inputting and solving discrete-event system problems. My primary task was verifying correctness of mathematical operations in the software.

Nortel Networks
Software Prototyper   2006
I was tasked with the creation of software prototypes to internally showcase applications of emerging technologies for telephony applications using AJAX, Javascript, and SIP.

Omnivex Corporation
Inside Sales, Sales Representative   2002 – 2005
A professional sales position, my main duty was account management and customer acquisition. The role included significant technical work in planning and implementing customer systems, and I became sales liason to the core software design team.

PUBLICATIONS

Refereed Conference Papers

1. **Dragert, C.**, Kienzle, J., and Verbrugge, C., "Statechart-based AI in Practice", in *The 8th Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-2012)*, pp. 136-141, 2012.

2. **Dragert, C.**, Dingel, J., and Rudie, K., "Generation of Concurrency Control Code using Discrete-Event Systems Theory", in *Proc. of the 16th ACM SIGSOFT Intl. Symposium on Foundations of Software Engineering (FSE 16)*, pp. 146-157, 2008.

Refereed Workshop Papers

3. **Dragert, C.**, Kienzle, J., and Verbrugge, C., "Scythe AI: A Tool for Modular AI Reuse", in *The 9th Annual AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment*, pp. 211-212, Oct. 2013.

4. **Dragert, C.**, "Model Driven AI with Statecharts: Research Plan", in *The 8th Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment - Doctoral Consortium*, pp. 14-17, 2012.

5. **Dragert, C.**, Kienzle, J., and Verbrugge, C., "Reusable Components for Artificial Intelligence in Computer Games", in *Proc. of the 2nd Intl. Workshop on Games and Software Engineering*, pp. 35-41, 2012.

6. **Dragert, C.**, Kienzle, J., and Verbrugge, C., "Toward High-Level Reuse of Statechart-based AI in Computer Games", in *Proc. of the 1st Intl. Workshop on Games and Software Engineering*, pp. 25-28, 2011.

7. Dingel, J., **Dragert, C.**, and Rudie, K., "Bridging the Gap: Discrete-Event Systems for Software Engineering", in *Proc. of the 2nd Canadian Conference on Computer Science and Software Engineering*, pp. 67-71, 2009.

Technical Reports

8. Tremblay, J., **Dragert, C.**, and Verbrugge, C., "Target Selection for AI Companions in FPS Games", in *McGill University, School of Computer Science TR*, pp. 6, 2013.

9. **Dragert, C.**, Kienzle, J., Vangheluwe, H., and Verbrugge, C., "Generating Extras: Procedural AI with Statecharts", in *McGill University, School of Computer Science, SOCS-TR-2011.1*, pp. 13, 2011.

Book Chapters

10. **Dragert, C.**, Kienzle, J., and Verbrugge, C., "Reusable Components for Artificial Intelligence in Computer Games", in *Computer Games and Software Engineering*, pp. in Press, 2014.

Teaching Experience

Course Lecturer   Winter 2013
McGill University, School of Computer Science
Course: Modern Computer Games (COMP 521)
Duties: Designed and delivered lectures and assignments for a graduate level course, organized TA duties, managed student concerns, graded exams, held office hours and extra review sessions.
Student Evaluation: Exceeded departmental averages in every category.

Teaching Assistantships

At McGill University:

1. Programming Languages and Paradigms (COMP 302)   Fall 2013
Responsibilities: Office hours, graded assignments.

2. Software Engineering Project (COMP 361)   Fall 2012
Responsibilities: Mentored student groups, prepared and delivered tutorials, office hours, graded final exam.

3. Modern Computer Games (COMP 521)   Winter 2012
Responsibilities: Office hours, graded assignments.

4. Concurrent Programming (COMP 409)   Fall 2011
Responsibilities: Delivered one lecture, office hours, graded assignments.

5. Modern Computer Games (COMP 521)   Winter 2011
Responsibilities: Office hours, graded assignments.

6. Programming Languages and Paradigms (COMP 302)   Fall 2010
Responsibilities: Delivered one lecture, office hours, graded assignments.

7. Object-Oriented Design (COMP 304)   Winter 2010
Responsibilities: Delivered three lectures, office hours, graded assignments and exams, prepared and delivered tutorial.
Evaluation: In-class anonymous survey gave a median rating of 4/5 on overall teaching performance.

8. Object-Oriented Design (COMP 304)   Winter 2009
Responsibilities: Office hours, graded assignments.

At Queen's University:

9. Human-Computer Interaction (CISC 325)   Winter 2007
Responsibilities: Head TA. Organized TA responsibilities, created grading rubrics, delivered tutorials, graded assignments.

10. Artificial Intelligence (CISC 352)   Fall 2007
Responsibilities: Graded assignments, office hours, prepared and delivered tutorials.

11. Neural and Genetic Computing (CISC 452)   Fall 2006
Responsibilities: Graded assignments.

Professional Development

Attended T-PULSE Graduate Teaching Development Workshop, McGill University   2010

Attended Professional Development Day for Teaching Assistants, Queen's University   2006

Awards and Honours

Alexander Graham Bell Canada Graduate Scholarship (PGS-D)	2009-2012
McGill Principal's Student-Athlete Academic Honour Roll	2009, 2010
Lorne Trottier Science Accelerator Fellowship	2008
Dean's Excellence Fund, McGill University	2008

Professional Activities

Reviewer, IEEE Trans. on Computational Intelligence and Artificial Intelligence in Games (TCIAIG)	2013
International Game Developers Association, Member	2012-present
Ubisoft Academia Competition, McGill Internal Judge	2013
Association for Computer Machinery, Student Member	2011 – present
Association for the Advancement of Artificial Intelligence, Student Member	2011 – present
ACM Sigsoft, Student Member	2008 – 2009
Prelude Seminar Series at McGill, Presenter "Generation of Concurrency Controls using Discrete-Event Systems"	2008
Society of Graduate and Professional Students, Departmental Representative	2007 – 2008

Personal Activities

Volunteer - McGill Women's Basketball (Varsity Sport)	2010 – 2011
McGill Men's Ultimate Frisbee (Varsity Sport)	2008 – 2010
Montreal Ultimate Association, Team Captain	2010-2012

References

Clark Verbrugge, Associate Professor
School of Computer Science, McGill University
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