

University of Washington, Bothell  
 Computing and Software Systems  
 CSS 497 Winter 2007  
 Cooperative Education Colloquium  
 March 9, 2007  
 1:00 to 3:30P.M.

12:00-1:00      Poster Setup in UW1 Lower Level Vista  
 1:00-2:00      Poster Sessions UW1 Lower Level Vista  
 2:15- 3:30      Oral Presentations Rooms 010, 020& 030  
 Refreshments will be available in each presentation room

Time	010	020	030
2:15	<b>Nathaniel Schmoll</b> (Concur Technologies) "Batch Data Transfer Automation Project" <b>Erdly</b>	<b>Jesse Corrington</b> (SNAPin Software) "Cell Phone Software User Interface Development" <b>Olson</b>	<b>Solomon Lane</b> (UWB Faculty Research) "Evaluation of Agent Teamwork, A High Performance Distributed Computing Middleware System" <b>Fukuda</b>
2:30	<b>Eric Barendt</b> (Danube Technologies, Inc.) "Enhancing Free Software to Generate Revenue" <b>Erdly</b>	<b>Matt Boase</b> (Semaphore Corp) "Server Creation & Administration" <b>Olson</b>	<b>Joshua Phillips</b> (UWB Faculty Research) "Enhancing Communications and File I/O in AgentTeamwork" <b>Fukuda</b>
2:45	<b>Eric Glomstad</b> (Newsvine.com) "Mobile.newsvine.com hci focus" <b>Erdly</b>	<b>Tri Huu Nguyen</b> (Faculty Research) "Image Retrieval" <b>Olson</b>	<b>Roset Cham</b> (Primate Games) "Prototype Developer" <b>Kochanski</b>
3:00	<b>Mark Marcu</b> (Weyerhaeuser) "Enterprise Information Management Project- Integration Analyst" <b>Erdly</b>	<b>David Cichy</b> (Crane Aerospace-ELDEC) "Enhance Resident Maintenance Software" <b>Berger</b>	<b>Hamilton Foro</b> (Individual Student Project) "2D MMORPG Game Engine" <b>Kochanski</b>
3:15		<b>Boris Poperny</b> (The Reid Group) "Service pack development, testing and support" <b>Olson</b>	

Schedule is subject to change

**Student name**, (sponsoring company), "*project title*", **Faculty advisor**

Please try to stay after the last oral presentation and enjoy pizza with CSS Students,  
 Faculty, Staff and Sponsors in the vista area of the Lower Level UW1