

Craig Anslow

PO Box 22014
Khandallah
Wellington 6441
New Zealand

+64 4 463 9998
craig@ecs.vuw.ac.nz
<http://homepages.ecs.vuw.ac.nz/~craig>
New Zealand Citizen

Research Areas Human computer interaction, information visualization, multi-touch user interfaces, software visualization, and software engineering.

Education **Victoria University of Wellington**, New Zealand
PhD Student, Computer Science, Mar 2008 - (expected 2012)
MSc, Computer Science, 2006-2007
BSc (Honours), First Class, Computer Science, 2002
BSc, Computer Science, 1999-2002

Professional Experience **Research Intern** **June, 2007 - February, 2008**
SAP Research Palo Alto, California, USA
Integrated MediaWiki technology with SAP's business applications (Business By Design).

Software Developer **October, 2005 - October, 2006**
Unisys Wellington, New Zealand
Developed a batch processing system for a real time telecommunications billing software development project. The size of the team was 15 people. The development environment used was J2EE with a Spring application layer framework. The Quartz framework was used to schedule events in the system while the Hibernate framework was used to map the object-oriented domain model to the SQL Server database.

Maintained a telecommunications subscriber provisioning ASP web application. Implemented a change request to lookup information from a text file and compare the result with a query from another system. If the information matched then the original intended function was able to be performed.

Provided 24x7 service support for bank customers using Integrated Voice Response (IVR) phone applications in a Nortel Networks Voice Processing System (VPS) and UNIX Solaris environment.

Change Coordinator **February, 2005 - October, 2005**
Unisys Wellington, New Zealand
Provided Information Technology Infrastructure Library (ITIL) change, release and configuration management services to Government infrastructure clients including releases of software, changes to server infrastructure, and server configuration. Developed processes for a leverage model including user moves, capturing innovative ideas, building servers, and creating statements of work within Unisys' business systems management framework.

Web Developer **April, 2003 - December, 2004**
Marketing Group, Victoria University Wellington, New Zealand
Provided technical web expertise to Schools and Faculties to develop their web sites and enhance Victoria University's corporate web site, as defined in the University's Web Publishing Policy. Maintained and configured the University web servers. Developed and maintained the staff directory, student and staff intranets which retrieved information from SQL server databases using C# programs.

Web Developer

Faculty of Science, Victoria University

Developed and maintained the Faculty of Science, Te Ropu Awhina Putaiao, MacDiarmid Institute, and New Zealand Vice-Chancellors Committee (NZVCC) web sites. Published content, ranging from organizational information to services offered, on a weekly basis.

March, 2001 - April, 2003

Wellington, New Zealand

Life Guard Team Leader

Summer Pools, Wellington City Council

In charge of a team of six full time people. Supervised activities of patrons in a safe manner, provided competent lifesaving and first aid techniques when required, assisted in pool programs & procedures, and maintained the facilities.

October, 2001 - March, 2002

Wellington, New Zealand

Teaching Experience Teaching Assistant

Computer Science, Victoria University

Prepared tutorials, organized help-desks, marked assignments for the following computer science courses:

COMP205 Software Design and Engineering (2009)

COMP389 Software Engineering Project (2002 and 2003)

COMP301 Software Engineering Principles (2003)

COMP302 Databases (2002)

COMP130 Introduction to Computers and Applications (2001)

March 2001 - October 2003, 2009

Wellington, New Zealand

Swimming Instructor

Keith Spry Pool, Wellington City Council

Provided a quality aquatic education service to preschool and school aged children. This included giving effective customer care and consideration for aquatic facilities, assisting in the planning, implementation and evaluation of programmes.

February, 1999 - March, 2002

Wellington, New Zealand

Teaching Assistant

Queen Victoria School

I was a house master in one of the boys boarding houses and coached rugby in the physical education department. I assisted with cultural activities, junior mathematics classes, school outings, and sports fixtures.

January 1998 - December 1998

Dunblane, Scotland, United Kingdom

Conferences

1. Hien Tran, Craig Anslow, Stuart Marshall, Alex Potanin, Mairead De Roiste. Lessons Learnt from Collaboratively Creating Maps on a Touch Table. In Proceedings of the ACM New Zealand Conference on Computer-Human Interaction (CHINZ), Hamilton, New Zealand, 2011. (Short Paper)
2. Keith Cassell, Craig Anslow, Lindsay Groves, and Peter Andreae. Visualizing the Refactoring of Classes via Clustering. In Proceedings of the Australasian Computer Science Conference (ACSC), Perth, Australia, 2011.
3. Ewan Tempero, Craig Anslow, Jens Dietrich, Ted Han, Jing Li, Markus Lumpe, Hayden Melton, and James Noble. Qualitas Corpus: A Curated Collection of Java Code for Empirical Studies. In Proceedings of the Asia Pacific Software Engineering Conference (APSEC), Sydney, Australia, 2010. *Awarded Best Research Paper.
4. Craig Anslow, James Noble, Stuart Marshall, Ewan Tempero, and Robert Biddle. User Evaluation of Polymetric Views Using a Large Visualization Wall. In Proceedings of the ACM Symposium on Software Visualization (SoftVis), Salt Lake City, UT, USA, 2010.
5. Haowei Ruan, Craig Anslow, Stuart Marshall, and James Noble. Exploring the Inventor's Paradox: Applying Jigsaw to Software Visualization. In Proceedings of the ACM Symposium on Software Visualization (SoftVis), Salt Lake City, UT, USA, 2010.

6. Craig Anslow, James Noble, Stuart Marshall, and Ewan Tempero. Visualizing the Size of the Java Standard API. In Proceedings of the New Zealand Computer Science Research Student Conference (NZCSRSC), 2010.
7. Craig Anslow, James Noble, Stuart Marshall, and Ewan Tempero. Web Software Visualization Via Google's Visualization API. In Proceedings of the New Zealand Computer Science Research Student Conference (NZCSRSC), 2009. (Short Paper)
8. Craig Anslow, Stuart Marshall, James Noble, and Robert Biddle. X3D Software Visualization. In Proceedings of the New Zealand Computer Science Research Student Conference (NZCSRSC), 2007.
9. Craig Anslow, Stuart Marshall, Robert Biddle, James Noble, and Kirk Jackson. XML Database Support for Program Trace Visualization. In Proceedings of the Australasian Symposium on Information Visualization (INVIS), 2004.
10. Stuart Marshall, Kirk Jackson, Craig Anslow and Robert Biddle. Aspects to Visualizing Reusable Components. In Proceedings of the Australasian Symposium on Information Visualization (INVIS), 2003.

Films

11. Craig Anslow, James Noble, Stuart Marshall, and Robert Biddle. X3D Software Visualization in Action! In Proceedings of the Onward! Films Track at the ACM SIGPLAN International Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOPLSA), 2007.

Posters

12. Craig Anslow, Stuart Marshall, James Noble, and Robert Biddle. SourceVis: A Tool for Multi-touch Software Visualization. To Appear in the Proceedings of the International Conference on Interactive Tabletops and Surfaces (ITS), Kobe, Japan, 2011.
13. John Rankin, Craig Anslow, James Noble, Donald Gordon, and Brenda Chawner. Wikipublisher: A Print-on-Demand Wiki. In Proceedings of the International Symposium on Wikis and Open Collaboration (WikiSym), 2009.
14. Craig Anslow, James Noble, Stuart Marshall, and Ewan Tempero. Visualizing the Word Structure of Java Class Names. In Companion of the ACM SIGPLAN International Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOPLSA), 2008.
15. Craig Anslow, James Noble, Stuart Marshall, and Robert Biddle. Web Software Visualization Using Extensible 3D (X3D) Graphics. In Proceedings of the ACM Symposium on Software Visualization (SoftVis), 2008.
16. Bennett Thompson, David J. Pearce, Gary Haggard, and Craig Anslow. Visualizing the Computation Tree of the Tutte Polynomial. In Proceedings of the ACM Symposium on Software Visualization (SoftVis), 2008.
17. Craig Anslow, Stuart Marshall, James Noble, and Robert Biddle. VET3D: A Tool for Execution Trace Web 3D Visualization. In Companion of the ACM SIGPLAN International Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOPLSA), 2006.
18. Craig Anslow, Stuart Marshall, James Noble, and Robert Biddle. Evaluating X3D For Use in Software Visualization. Poster. In ACM Proceedings of the Symposium on Software Visualization (SoftVis), 2006.

Tutorials

19. Craig Anslow and Don Brutzman. Interactive Introduction to X3D Graphics. In Proceedings of the European Association for Computer Graphics (Eurographics), Crete, Greece, 2008.

Workshops

20. Craig Anslow. Multi-touch Table User Interfaces for Co-located Collaborative Software Visualization. In Proceedings of the Doctoral Symposium at the ACM International Conference on Interactive Tabletops and Surfaces (ITS), Saarbrücken, Germany, 2010.
21. Craig Anslow, Stuart Marshall, James Noble, and Robert Biddle. Co-located Collaborative Software Visualization. In Proceedings of the Workshop on Human Aspects of Software Engineering (HAoSE) at the ACM Conference on Systems, Programming, Languages, and Applications: Software for Humanity (SPLASH), 2010.
22. Craig Anslow, James Noble, Stuart Marshall, and Ewan Tempero. Towards Visual Software Analytics. In Proceedings of the Australasian Computing Doctoral Consortium (ACDC), 2009.
23. Craig Anslow, James Noble, Stuart Marshall, and Ewan Tempero. Towards End-User Web Software Visualization. In Proceedings of the Graduate Consortium at the IEEE Symposium on Visual Languages and Human Centric Computing (VLHCC), 2008.
24. Craig Anslow and Dirk Riehle. Towards End-User Programming with Wikis. In Proceedings of the Workshop on End-User Software Engineering (WEUSE), at ICSE 2008.
25. Craig Anslow and Dirk Riehle. Lightweight End-User Programming with Wikis. In Proceedings of the Workshop on Wikis for Software Engineering (Wikis4SE), at WikiSym 2007.
26. Craig Anslow, Stuart Marshall, and James Noble. X3D-Earth in the Software Visualization Pipeline. In Proceedings of the X3D-Earth Technical Requirements Workshop, 2006.
27. Craig Anslow. Escaped from the Lab: Software Practices in Large Organisations. In Proceedings of the Workshop on Escaped from the Lab: Software Practices in Large Organisations, at OOPSLA, Portland, Oregon, USA, 2006.
28. Craig Anslow, Stuart Marshall, James Noble, and Robert Biddle. Software Visualization Tools for Component Reuse. In Proceedings of the Method Engineering for Object-Oriented and Component-Based Development Workshop, at OOPSLA, 2004.

Theses

29. Craig Anslow. Evaluating X3D For Use in Software Visualisation. School of Mathematics, Statistics and Computer Science, Computer Science, Victoria University of Wellington. Masters (MSc) Thesis, 2007.
30. Craig Anslow. XML Database Support for Program Trace Visualization. School of Mathematics, Statistics, and Computer Science, Victoria University of Wellington. Honours Report, 2002.

Tech Reports

31. Keith Cassell, Craig Anslow, Lindsay Groves, and Peter Andrae. Visualizing Class Refactoring via Clustering. School of Engineering and Computer Science, Technical Report, ECSTR10-17, 2010.
32. Craig Anslow, James Noble, Robert Biddle, and Stuart Marshall. X3D Web Based Algorithm Animation. School of Mathematics, Statistics, and Computer Science, Computer Science Technical Report, 2007.
33. Craig Anslow, Stuart Marshall, Robert Biddle, James Noble, Kirk Jackson, and Mike McGavin. Program Trace Formats for Software Visualization. School of Mathematics, Statistics, and Computer Science, Computer Science Technical Report, 2006.
34. Craig Anslow, Stuart Marshall, Robert Biddle, James Noble, and Kirk Jackson. Program Trace Visualization, School of Mathematics, Statistics and Computer Science, Computer Science Technical Report, 2004.
35. Stuart Marshall, Kirk Jackson, Craig Anslow, and Robert Biddle. Aspects to Visualizing Reusable Components, School of Mathematics, Statistics and Computer Science, Computer Science Technical Report, 2002.

Proceedings

36. Craig Anslow, Shane Markstrum and Emerson Murphy-Hill. Proceedings of the Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU). School of Engineering and Computer Science, Technical Report, ECSTR10-12, 2010.
37. Craig Anslow and Stuart Marshall. Proceedings of the Workshop on Visual Analytics in Software Engineering (VASE). School of Engineering and Computer Science, Technical Report, ECSTR10-11, 2010.
38. Craig Anslow, Shane Markstrum and Emerson Murphy-Hill. Proceedings of the Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU). 2009.

Invited Talks

- Multi-touch User Interfaces.
 - MDDN 352 Ubiquitous Computing, Victoria University of Wellington. September, 2011.
 - ENGR 101 Engineering Technology, Victoria University of Wellington. April, 2011.
 - SWEN 422 Human Computer Interaction, Victoria University of Wellington. May, 2010.
- IEEE Graduate Student Presentation, Central Region, Wellington.
 - Multi-touch Table User Interfaces for Co-located Collaborative Software Visualization. September, 2011.
 - Visual Software Analytics for Multi-touch Tables. September, 2009.
 - Towards Web-Based Web Software Visualization. August, 2008.
- Co-located Collaborative Software Visualization. University of Trier, Germany. November, 2010.
- Visualising Java Software. Datacom, Wellington. June, 2009.
- Using Vision to Think: With Web-Based Information Visualisation Tools. Wellington Java User Group (JUG), Wellington. March, 2009.
- Extensible 3D (X3D) Graphics Web Based Software Visualisation
 - University of Sydney, Australia. June, 2008.
 - University of California at Davis, Davis, CA, USA. October, 2007.
 - SAP Research, Palo Alto, CA, USA and Montreal, Canada. October, 2007.
 - University of Auckland. June, 2007.
 - IET Short Papers Competition, Wellington. September, 2006.
- Software Visualization Tools for Component Reuse. Imperial College, London, England. November, 2004.
- What we did for our Honours Projects. School of Mathematics, Statistics, and Computer Science, Victoria University of Wellington. March, 2003.

Demonstrations

Multi-touch Table Demonstrations:

- New Zealand Tertiary ICT conference, 2011.
- Wellington Secondary School Tertiary Engineering Launch, 2011.
- New Zealand Ministry of Science & Innovation Launch, 2011.
- Victoria University of Wellington ICT Careers Expo, 2011.
- Victoria University of Wellington Study at Vic Day, 2009-2011.
- Victoria University of Wellington, School of Engineering and Computer Science Industry Demonstration Day, 2009-2011.
- UCONZ Hi-tech Innovations Networking and Industry Event, Te Papa, 2010.

Professional Service Program Committee:

- Onward! and SPLASH Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU), 2009-2011.
- IEEE Workshop on Visualizing Software for Understanding and Analysis (VISSOFT), 2011.
- Posters and Tools Demo Chair, ACM Symposium on Software Visualization (SoftVis), 2010.
- Workshop on Visual Analytics in Software Engineering (VASE), 2009.
- Workshop on Wikis For Software Engineering (Wikis4SE), 2009.
- Conference on Image and Vision Computing New Zealand (IVCNZ), 2009.
- New Zealand Computer Science Research Student Conference (NZCSRSC), 2007, 2009-2010.

Reviewer:

- ACM Conference on Human Factors in Computing Systems (CHI), 2010-2012.
- ACM Conference on Interactive Tabletops and Surfaces (ITS), 2011.
- ACM Conference on Tangible, Embedded and Embodied Interaction (TEI), 2012.
- ACM Conference on Computer Supported Cooperative Work (CSCW), 2011.
- IFIP TC13 Conference on Human-Computer Interaction (Interact), 2011.
- Australasian Computer Science Conference (ACSC), 2011-2012.
- Conference on Image and Vision Computing New Zealand (IVCNZ), 2008.
- The Handbook of Technology Management, 3 Volume Set, 2008.

Organising Committee:

- Onward!/SPLASH Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU), 2009-2011.
- General Chair, New Zealand Computer Science Research Student Conference (NZCSRSC), 2010.
- Workshop on Visual Analytics in Software Engineering (VASE) 2009.
- Australasian Computer Science Week (ACSW), 2009.
- New Zealand Computer Science Research Student Conference (NZCSRSC), 2007.

Student Volunteer:

- ACM Conference on Interactive Tabletops and Surfaces (ITS), 2011.
- ACM/IEEE Conference on Model Driven Engineering Languages and Systems (MODELS), 2011.
- IEEE VisWeek, 2009-2010.
- ACM Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOPLSA). Captain 2006-2008, and Student Volunteer 2004, 2009.
- JAOO Sydney, 2008-2009.

Awards

- Third Place in IEEE NZ Central Section Postgraduate Student Event, 2011.
- Ministry of Science and Innovation, Software Process and Product Improvement (SPPI) Scholarship, 2011. (\$ 32,289.70)
- Best Research Paper Award. *Qualitas Corpus: A Curated Collection of Java Code for Empirical Studies*. Ewan Tempero, Craig Anslow, Jens Dietrich, Ted Han, Jing Li, Markus Lumpe, Hayden Melton, and James Noble. In *Proceedings of the Asia Pacific Software Engineering Conference (APSEC)*, Sydney, Australia, 2010.
- Telstra Clear Postgraduate PhD Scholarship, 2008-2010 (\$75,000).
- Stratex Networks Graduate MSc Scholarship, 2007 (\$5000).
- School of Mathematics, Statistics and Computer Science Graduate Scholarship, 2002-2004 (\$2500 per year).

Grants

- Faculty of Engineering Strategic Research Grant, 2010 (\$3500).
- BuildIT Conference Grant, 2010 (\$20,000).
- Faculty of Engineering Strategic Research Grant, 2009 (\$5000).
- BuildIT Travel Consortium Grant, 2009 (\$1200).
- Faculty of Science Strategic Research Travel Grant, 2008 (\$3000).
- NSF Travel Grant for VLHCC Graduate Consortium, 2008 (\$1500 USD).
- University of Auckland, Computer Science PhD Fellowship (Declined).
- OOPSLA Student Volunteer Travel Grant 2004, 2006, 2009 (\$500 USD).
- School of Mathematics, Statistics and Computer Science Research Grant, 2004 (\$500).
- Faculty of Science Small Research Travel Grant, 2003 (\$1500).

**Professional
Membership**

ACM Student Member, and NZ Chapter
IET Student Member
Wellington Java Users Group

Referees

Available on request.