

Chris Lewis

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ABOUT

BORN: 23rd January 1984

NATIONALITY: British

CURRENT POSITION

Graduate student on the Computer Science PhD track at the University of California, Santa Cruz.

THESIS TOPIC

Validation and verification of emergent software, in particular video games.

AREAS OF SPECIALIZATION

Software testing and verification, data mining, video game design

QUALIFICATIONS

2010 **University of California, Santa Cruz, United States — Master of Science, Computer Science**

Awarded while in pursuit of PhD.

2002–2006 **University of Bristol, United Kingdom — Master of Engineering with Honors, Computer Science with Study Abroad**

Awarded a First Class Honors degree classification. Year abroad taken at the University of California, Davis.

PUBLICATIONS

CONFERENCE PAPERS

2010 Chris Lewis, Jim Whitehead, Noah Wardrip-Fruin. What Went Wrong: A Taxonomy of Video Game Bugs. In *Proceedings of Foundations of Digital Games (FDG 2010)*. Monterey, California, USA, 19–21 June 2010.

Chris Lewis, Noah Wardrip-Fruin. Mining Game Statistics from Web Services: A World of Warcraft Armory case study. In *Proceedings of Foundations of Digital Games (FDG 2010)*. Monterey, California, USA, 19–21 June 2010.

Chris Lewis. Zenet: Generating and enforcing real-time temporal invariants. In *Proceedings of International Conference of Software Engineering (ICSE 2010)*. Cape Town, South Africa, 2–8 May 2010.

Chris Lewis and Jim Whitehead. Runtime Repair of Software Faults using Event-Driven Monitoring. In *Proceedings of International Conference of Software Engineering (ICSE 2010)*. Cape Town, South Africa, 2–8 May 2010.

THESES

- 2010 Chris Lewis. What Went Wrong: A Taxonomy of Video Game Bugs. Masters thesis (MSc), University of California, Santa Cruz, USA, June 2010.
- 2006 Chris Lewis. Hand gesture recognition as an interface to illustration software. Masters thesis (MEng), University of Bristol, UK, May 2006.

TEACHING EXPERIENCE

- Winter 2008 CMPS 80K - Foundations of Interactive Game Design (Teaching Assistant with lab sessions)

ACADEMIC SERVICE

- 2011 Games and Software Engineering (GAS) 2011 workshop co-organizer (run as part of ICSE 2011)
- International Conference of Software Engineering 2011 conference booklet creator

PROFESSIONAL ASSOCIATIONS

Member of Association for Computing Machinery (ACM)

PREVIOUS EMPLOYMENT

- 2007–2008 **Programmer, Victoria University of Wellington, New Zealand**
Developer of web applications, contributed to an open-source project named Access Grid.
- 2006–2007 **Consultant, Red Rock Consulting, Wellington, New Zealand**
Provided Oracle database development and support to New Zealand's Ministry of Health department.

ACADEMIC REFERENCES

Available on request.