

DANIEL KLUVER

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EDUCATION

University of Minnesota, Twin Cities, MN

PhD, Department of Computer Science and Engineering
Advisors: John Riedl & Joe Konstan

May 2016 (expected)

University of Minnesota, Twin Cities, MN

Bachelor of Science, Department of Computer Science and Engineering
Graduated Summa Cum Laude and with High Distinction
Honors: Dean's List 2006 – 2010

2011

RESEARCH EXPERIENCE

University of Minnesota, Twin Cities

Research assistant, Department of Computer Science and Engineering
GroupLens Research Group

2012 - current

Working on understanding recommender systems.
Part of BookLens team developing book recommendation service for libraries.
Experience running “virtual lab” user studies, user surveys and live experiments.
Experience with off line algorithm development and evaluation.
Maintainer of Lenskit recommender systems toolkit.

Ebay inc., San Jose, CA

Intern Research Scientist, eBay Research Labs
Supervisor: Elizabeth Churchill
Human Computer Interaction (HCI) Research Group

Summer 2014

Researched psychology of persuasion. Performed data analysis on an existing persuasive interface on eBay to demonstrate that persuasion is a more complex interaction than it was being treated as previously. Showed that not all people or item types responded equally to the interface, and that some responded negatively.

RESEARCH INTERESTS

recommender systems; models of human behavior; human computer interaction

PUBLICATIONS / PRESENTATIONS

Aaron Halfaker, Oliver Keyes, **Daniel Kluver**, Jacob Thebault-Spieker, Tien T. Nguyen, Kenneth Shores, Anuradha Uduwage, Morten Warncke-Wang. User Session Identification Based on Strong Regularities in Inter-activity Time. In Proceedings of the 23rd international conference on World wide web (WWW '14). ACM, New York, NY.

Daniel Kluver and Joe Konstan. 2014. Evaluating Recommender Behavior For New Users. In Proceedings of Eighth ACM Conference on Recommendation Systems (RecSys '14). ACM, New York 2014 ACM

Vikas Kumar, **Daniel Kluver**, Loren Terveen, and John Riedl. 2014. More Efficient Tagging Systems with Tag Seeding. In Proceedings of ASE SOCIALCOM Conference (SocialCom 2014).

Tien T. Nguyen, **Daniel Kluver**, Ting- Wang, Pik-Mai Hui, Michael Ekstrand, Martijn C. Willemsen, and John Riedl. 2013. Rating Support Interfaces to Improve User Experience and Recommender Accuracy. In Proceedings of the Seventh ACM Conference on -Recommendation Systems (RecSys '13). ACM, New York, NY, USA.

Daniel Kluver, Tien T. Nguyen, Michael Ekstrand, Shilad Sen, and John Riedl. 2012. How Many Bits per Rating?. In Proceedings of the Sixth ACM Conference on Recommender Systems (RecSys '12). ACM, New York, NY, USA 99-106.

TEACHING EXPERIENCE

Macalester College, Saint Paul

Mathematics, Statistics, and Computer Science Department

Visiting Professor

Comp 123: Core Concepts In Computer Science

Fall 2016

Introductory course on computer science. 25 students met three times weekly.

University of Minnesota, Twin Cities

Department of Computers Science and Engineering

Teaching Assistant

CSCI 1091H: Honors: The Structure of Computer Programing I

Fall 2013

Introductory course on computer science. Led weekly lab section, guest lectured.

Developed assignments and test questions with teacher. Held office hours.

CSCI 1901: The Structure of Computer Programming I

Summer 2012

Introductory course on computer science. Led weekly lab section. Held office hours.

Graded Assignments.

CSCI 4511: Introduction to Artificial Intelligence

Sprint 2012

Junior level course for majors. Held office hours. Advised students on final projects.

Graded Assignments.

CSCI 1091H: Honors: The Structure of Computer Programming I

Fall 2011

Introductory course on computer science. Led weekly lab section, guest lectured.
Developed assignments and test questions with teacher. Held office hours.

TEACHING INTERESTS

introductory computer science; algorithms and data structures; human computer interaction

ADDITIONAL TEACHING EXPERIENCE

University of Minnesota, Twin Cities

GRAD 9101: Teaching in Higher Education

Fall 2014

Student

Took course designed to help graduate students and postdocs become responsive and reflective teachers. Learned and used different active learning techniques, including interactive lecturing, facilitating discussions and case studies, role playing. Developed a course syllabus, a lesson plan, a CV and a teaching statement.

PROFESSIONAL MEMBERSHIP

Association for Computing Machinery (ACM)

SKILLS

Favored computer environments: Linux

Favored Programming Languages: Python; Java

Programming Experience in: R; C; C++; Scheme; SML; JavaScript; HTML; CSS; SQL

Familiar with: Machine learning; Bayesian and frequentist data analysis; Modeling human behavior