

# Research Statement



## Personal Information

Name	
Address	
City	
Email	
Phone	

## Preferred Supervisor(s)

Please indicate who you would like to act as your supervisor(s). Applicants are encouraged to explore the research expertise of our faculty before submitting an application.

<https://www.cs.usask.ca/people/faculty.php>

A Full list of our faculty and their associated research labs can be found below.

1st Choice	
2nd Choice	
3rd Choice	

Supervisors	Research Interests/Areas
Zadia Codabux	Software Engineering, Technical Debt, Software Security
Ralph Deters	Multi-Agent Systems, Scalability and Dependability of Distributed Systems, Mobile and Ubiquitous Computing
Christopher Dutchyn	Interpreters and Compilers, Meta-Programming, Aspect and Object Orientated Programming, Theory of Functional Programming, Synthetic Algebraic Topology
Derek Eager	Computer System Performance Evaluation and Modeling, Distributed Computer Systems, Computer Networks, Internet Content Distribution, Internet Multimedia Applications

<b>Mark Eramian</b>	<b>Image Processing, Computer Vision, Deep Learning</b>
<b>Carl Gutwin</b>	<b>Human-Computer Interaction, Information Visualization, Computer-Supported Cooperative Work</b>
<b>Michael Horsch</b>	<b>Artificial Intelligence, Reasoning Under Uncertainty, Constraint Satisfaction, Machine Learning,</b>
<b>Nadeem Jamali</b>	<b>Concurrency, Distributed Systems, Coordination</b>
<b>Mark Keil</b>	<b>Computational Geometry, Graph Algorithms</b>
<b>Madison Klarkowski</b>	<b>Human Computer Interactions, Psychophysiology, Video Games, Player Experience, Challenge</b>
<b>Anthony Kusalik</b>	<b>Bioinformatics, Computational Biology, Machine Learning</b>
<b>Roy Lee</b>	<b>Machine Learning, Data Mining, Recommendation Systems, Social Networks Analysis</b>
<b>Matthew Links</b>	<b>Bioinformatics, Computational Biology, Genomics, Metagenomics, Microbiome</b>
<b>Dwight Makaroff</b>	<b>Distributed Systems and Performance, Multicore Architectures and Application Performance, Security and Intrusion Issues in Wireless Networks, Sensor Networks</b>
<b>Regan Mandryk</b>	<b>Human Computer Interaction, Video Games, Digital Biomarkers of Mental Health, Computer Supported Collaboration</b>
<b>Ian McQuillan</b>	<b>Natural Computing, Bioinformatics, Theoretical Computer Science, Computational Modelling</b>
<b>Debajyoti Mondal</b>	<b>Large Network Visualization, Computational Geometry, Big Data Analytics, Algorithms and Complexity</b>

<b>Eric Neufeld</b>	<b>Graphics, Uncertainty in Artificial Intelligence</b>
<b>Nathaniel Osgood</b>	<b>Health Simulation, Machine Learning and Health, Novel Health Simulation Programming Languages, Category Theory and Health, Health App Development</b>
<b>Banani Roy</b>	<b>Interactive Software Engineering, Big Data Analytics, Reverse Engineering, Computer Supported Collaborative Work, Human-Driven Software Engineering for Scientific Research</b>
<b>Chanchal Roy</b>	<b>Software Engineering, Software Research, Software Maintenance and Evolution</b>
<b>Kevin Schneider</b>	<b>Software Research, Software Architecture and Design, Forward and Reverse Engineering, Domain Specific Languages, Collaborative Software Teams</b>
<b>Raymond Spiteri</b>	<b>Numerical Analysis, Scientific computing, High-performance Computing, Simulation of Complex Systems, Optimization</b>
<b>Natalia Stakhanova</b>	<b>Software Security, Mobile Security, Block-Chain Security Technology, Cyber Security, Reverse Engineering,</b>
<b>Kevin Stanley</b>	<b>Fundamental Metrics of Spatial Temporal Behavior, Improved Ad-Hoc Networks Based on Behavior Models, Health Applications of Human Behavioral Models, Novel Input and Mechanic Modalities of Mobile Games</b>
<b>Ian Stavness</b>	<b>Biomedical Computation and Visualization, Mechanical Modelling, Medical Image Processing, Computer Graphics, Physics-Based Animation, 3D Displays</b>

Julita Vassileva	Trust and Privacy, Decentralized Social Architecture, Peer-to-Peer and Multi Agent Systems, Learning Communities, User Modeling, Interactive Visualizations, Social Computing
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## Research Interests/Areas

Please indicate what areas of research you are most interested in. Please select up to three areas of research that interest you from the research topics listed in the above table.

1st Choice	
2nd Choice	
3rd Choice	

## Degrees Currently Held

Degree	University	Website

## Degrees Currently Held

Degree	University	Website

## Degree Sought

Master of Science

☐

Doctor of Philosophy

☐

## Summary of Honours, Scholarships, Fellowships, and Awards

Tell us about your rank in national exams, awards, etc. **DO NOT** send photocopies of your scholarship certificates.

## Publications

Tell us about your publications - papers submitted, published or accepted, technical reports, conference presentations, posters, etc.

## Special Skills or Qualifications

Summarize special skills and qualifications you have acquired from employment, previous research, contributions to OSS projects, or through any other significant life experiences, including volunteer work, hobbies or sports.

## Statement of Research Interests

A brief statement of research interests, 1-3 pages in length, which should include:

- Specific areas of interest that could lead to a thesis topic;
- A description of your educational and career goals; and
- An assessment of how a graduate program in Computer Science will help achieve these goals. **Append your statement to the end of form.**

Detailed **Statement of Research Interest Instructions** can be found on our website.

## Agreement and Signature

By submitting this application, I affirm that the facts set forth in it are true and complete. I understand that if I am accepted as a student, any false statements, omissions, or other misrepresentations made by me on this application may result in my immediate dismissal.

Name Printed:

Signature:

Date:

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**Thank you for completing this application and for your interest in studying with us.**