

Session Title	Session Description	Difficulty Level	Technology	Speaker Name	Twitter Handle	Speaker Bio
Biometrics: Using Your Body for Fun and Profit	As the need for security increases, the use of biometrics will become more and more prevalent. This session will discuss topics in the space of Biometrics and introduce you to a few devices that are emerging in the field, such as palm vein scanners, touch-less fingerprint readers, and Kinect.	Beginner	Hardware (Raspberry Pi, Arduino, etc)	Chris Gardner	freestylocoder	Chris Gardner is the Senior Software Engineer and Architect for T & W Operations, Inc, and a Microsoft Certified Trainer Regional Lead. Tortured by years of contracts that valued buzzwords over results, Chris has developed a true passion for finding solutions that fit the problem, not the technology of the week. Chris received his B.S. in Mathematics and B.A. in Philosophy from the University of Alabama in Huntsville and is currently a Microsoft Certified Professional Developer, Information Technology Professional and Trainer. Chief Cat Herder
Functional Test Automation Smackdown	I, Jeff Morgan (AKA Chezy), and one other test automation geek yet to be determined, will take the big stage for a post-lunch session one of the two days. All three of us will show off different approaches to handling a set of automated functional tests. More details later. :)	Intermediate	Testing	Jim Holmes		
Androids Under the Stairs: Mobile Scala	Scala is a sometimes-intimidating programming language that is Object-Oriented, functional, statically typed and wicked badass. It comes batteries-included, featuring a rich collections API, Type Inference, and dead-simple concurrency. Perhaps most poignantly though, it's also a 30MB JVM library that can compile to dalvik. Come take a head first dive into crafting an APK with glorious, nutritionally fit Scala. We'll see how we can get more power from less code when wrangling the Android framework to do your bidding. We'll even play with all the basic tools that make this step seeming like a daunting task and start seeming more like a walk up the stairs.	Intermediate	Mobile (Android, iOS, Windows Mobile, etc)	Nathan Dotz	nathandotz	Nathan is a software engineer at Detroit Labs, where miracles are performed on mobile devices. He is a founding member of the All Hands Active Hackerspace, which has been working steadfastly to awesome the brains of creators for over 3 years. He's an open-source contributor, an open-education advocate, and a functional programming fanboy. Nathan is a software engineer at Detroit Labs, where miracles are performed on mobile devices. He is a founding member of the All Hands Active Hackerspace, which has been working steadfastly to awesome the brains of creators for over 3 years. He's an open-source contributor, an open-education advocate, and a functional programming fanboy.
How to be a functional programmer without being a jerk about it.	It's OK to admit it: All your friends are coming in to work in the morning talking about that wicked sweet algorithm they wrote in like 3 lines of OCaml, and you're a little jealous. You went and downloaded Haskell and Clojure and started playing around and then: "OH GOD HOW DO I WRITE A LOOP WAIT WHY SHOULD I CARE ABOUT HOMOICNICITY WHAT DO YOU MEAN MONAD WTF IS ZYGOSTOMORPHIC PREPROMORPHISM I JUST WANTED TO WRITE A PROGRAM" It's cool. We won't tell anybody. If you've been having higher-order-function envy, we've got the perfect thing for you -- we're holding a support group for the object-ively minded, to help you recover and learn to live functionally. We'll look at some common terms and problem-solving patterns in a comfy JVM language, and you'll leave feeling relieved that the next time your co-worker needs help figuring out why his recursion is not tail-call optimized, you'll be there to show him how to fix it.	Intermediate	Languages	Nathan Dotz	nathandotz	Nathan is a software engineer at Detroit Labs, where miracles are performed on mobile devices. He is a founding member of the All Hands Active Hackerspace, which has been working steadfastly to awesome the brains of creators for over 3 years. He's an open-source contributor, an open-education advocate, and a functional programming fanboy. Nathan is a software engineer at Detroit Labs, where miracles are performed on mobile devices. He is a founding member of the All Hands Active Hackerspace, which has been working steadfastly to awesome the brains of creators for over 3 years. He's an open-source contributor, an open-education advocate, and a functional programming fanboy.
Mobile Application Security? There's a Session for That!	The bad news - after this talk you may not feel too good about all those apps you install on your phone. The good news - There is still time for many developers looking at developing mobile applications in the near future to learn and implement security from the beginning! In this session we will discuss mobile development trends that developers need to know about and the security issues they introduce. Topics may include BYOD, jailbreaking, infrastructure, architecture, and more. Once we are all scared of our phones, we will talk about education, tools, and other mobile security resources that developers can use to evaluate the security risks associated with mobile development efforts in the enterprise. The web is hosted, but new mobile applications don't have to be -- let's get started on the right foot!	Advanced	Mobile (Android, iOS, Windows Mobile, etc)	Benjamin Floyd	dataplex	Ben Floyd has been passionate about IT and application security for over a decade. Throughout his career he has leveraged his passion and knowledge to affect the way clients and project teams address security concerns in custom software applications. Ben has also been an active member in the software development community through speaking engagements, on-site brown bags, and training classes structured around the security topics pertinent to software project teams. Ben believes that successful software development is about using the best processes and tools available to solve problems in a timely and affordable manner without sacrificing security and quality. He consults with clients to produce quality software and improve application lifecycle management practices. He also has experience in IT Operations roles including system and network administration, IT security, and development and deployment process automation. This background has enabled him to have a very deep understanding of the problems faced by businesses and project teams throughout the entire application lifecycle.
Building A Mini Killer Robot	Building giant killer robots is hard: permits, nuclear fuel sources, the UN, etc. However, building mini killer robots is much easier thanks to the new LEGO Mindstorms EV3. In this talk, we'll look at what LEGO Mindstorms are and what the new EV3 platform is capable of including its servo motors and array of sensors. We'll compare the EV3 platform to the previous NXT 2.0, and talk about why you should immediately go spend all of your money at the Lego store. Then we'll talk about building a robot that can help you take over the world or terrify your pets.	Beginner	Cool Stuff	Jared Faris	jaredthenerd	Jared is the Microsoft Practice Director at HMB, an IT services company based out of Columbus, OH. His focus is on building great development teams through training, mentoring, and prodigious amounts of caffeine. He's spent years building web applications with cloud and mobile experience. Jared is a cofounder of the CloudDevelop conference in Columbus, OH and a frequent speaker at regional events. You can find out more about him at http://jaredthenerd.com or follow him @jaredthenerd
Let's Build SkyNet In An Hour	Watching Terminator as a child (why shouldn't 8 year olds watch Arnold?) sparked my love of robots. Like most fans, I was fascinated by the idea of autonomous machines becoming a reality. As I grew older, I eventually realized that the real challenge wasn't building a Terminator but, rather, the network that dictated its decisions. For SkyNet to make those decisions, it needs data, and LOTS of it. We currently carry in our pockets one of the greatest data collection devices ever created by mankind: our smartphone. The problem, however, lies directly in mankind's involvement—the human decides what the device sees. That is, until recently. Romotive, a new robot that takes the unique approach of having an iOS device for a brain, solves the issue. As a result, the network can gather input on its own. In this session, we'll build a rudimentary SkyNet in an hour. The Romotive SDK enables our robot to move. CoreImage identifies targets and Azure stores the data so it can learn over time. In the end, we will have a moving and thinking robot ... ultimately deciding who lives, and who is terminated.	Advanced	Mobile (Android, iOS, Windows Mobile, etc)	Joshua Gretz	joshgretz	Josh Gretz As the Director of Engineering at TrueFit, Josh helps lead our talented team of engineers. Since 2003, Josh has brought his passion for solving problems with technology to TrueFit and its clients. He is a passionate enthusiast of cutting edge technologies and has some of the best business chops around. He understands the challenges in getting new tech products to market and works with our clients and our team to develop innovative ways of overcoming them. Josh graduated from Grove City College in 2004 with a B.S. in Computer Information Systems and a minor in business. You can still find him around campus, advising students and teaching a class on iOS development as an adjunct professor. Giving back to the community is a huge part of Josh's life. In addition to contributing to open source, Josh has presented talks at conferences like ThatConference and PGH Tech Fest. Josh also makes time to volunteer as an adult leader of his church's youth group. Whether its wrestling code into submission or helping to shape the bright minds of the future, Josh is committed to leaving the world a little bit better than he found it. Josh resides in the area with his wife, three sons, and their labradoodle. When he's not being beguiled by code, you can find him playing basketball, watching any sport known to man (seriously, he stays up late to watch Olympic Handball), or creating some tasty morsel in the kitchen. He is also known to wear shorts in December. A geek, and a pretty darn cool geek at that. You can follow the journey on his blog: CodeStuffWell.com
Open Your Mind to Erlang	Erlang is a functional programming language that was designed for high-concurrency, soft real-time applications. The original authors created Erlang for use in telecom devices which led to the creation of something that is different from any other language you use: completely functional with built in syntax for message passing between lightweight processes, designed to fail fast but with an application framework that deals with failure gracefully and with purpose. As with anything new and different your first response may be fear and doubt. With its seemingly bizarre syntax and totally functional nature, Erlang seems unapproachable initially. It turns out that with a little bit of practice, the syntax begins to make complete sense and the functional aspects will open your mind to new ways of structuring your applications. In this talk I will go through the basics of Erlang, explaining its syntax, providing code examples that show how to solve problems with functions, and talk about what Erlang is good at and what it is not so good at. So open your mind to Erlang and let me take you on a tour of this quirky and cool language.	Intermediate	Languages	Anthony Eden	aeden	Anthony Eden is the founder of DNSimple and the perpetrator of numerous open source projects such as erl-dns, ActiveWarehouse and Rails SQL Views. Anthony has also contributed to a wide variety of open source projects over the past 17 years as a software developer, using multiple languages including Java, Python, Ruby, Clojure and Erlang. Anthony has spoken at various conferences in the US and Europe on topics such as Ruby, Rails, Erlang and various software development techniques and best practices. Anthony currently lives near Carcassonne, France.
Physics And The User Interface for iOS	Dive in to the theory and practice of using the two newest additions to iOS 7 that bring the physical dimension closer to your virtual screen: UI Dynamics and Sprite Kit Physics Bodies. We'll take a look at how to work with both of these engines to add subtle and useful pizzaz to your user interfaces and games. Slides, sample code, and fun will be provided. Bring your own Mac and Xcode.	Intermediate	Mobile (Android, iOS, Windows Mobile, etc)	Jonathan Penn	jonathannpenn	Jonathan Penn is a software engineer, teacher, designer, and author known for quality work, wit and mischief. He is the handsome half of the Rubber City Wizards and scribbler-in-chief at Cocoa Manifest, a technical blog for exceptional OS X/iOS resources and commentary.
Zen And The Intro To iOS Gesture Recognizers	Gesture Recognizers are Apple's answer to the problem: How do I keep all those touches straight? It's about tracking touch state over time, and UIGestureRecognizer subclasses give us a standard and composable way to manage that complexity. We'll look at how recognizers work, how they compete to decide which one "wins", see a custom complex gesture recognizer in action, and discuss how to leverage this in your applications. Slides, sample code, and fun will be provided. Bring your own Mac and Xcode.	Beginner	Mobile (Android, iOS, Windows Mobile, etc)	Jonathan Penn	jonathannpenn	Jonathan Penn is a software engineer, teacher, designer, and author known for quality work, wit and mischief. He is the handsome half of the Rubber City Wizards and scribbler-in-chief at Cocoa Manifest, a technical blog for exceptional OS X/iOS resources and commentary.
[self shouldTest:@"iOS"];	You should test your code. You know you should test your code, and you've seen the benefits. Yet that iOS project you're on seems to be devoid of tests! What's that you say? Mobile testing is impossible? Oh, not impossible, just too hard? Well then, let's have a chat, because Kiwi, the spec-style test framework for iOS is about to blow your mind.	Intermediate	Testing	Amber Conville	crebma	Amber Conville is a software developer at Detroit Labs in Detroit, MI. She presently works on iOS apps at Detroit Labs, and has written software in Java, Javascript, and Ruby. She has been an agile coach, and is enthusiastic about applying the same lessons we've learned everywhere else to the mobile world, specifically with regards to testing and continuous integration. She is also a strong believer in a good, strong software community to give opportunities for learning, teaching, and mentoring. As such, she has helped organize some of the DevDay conferences in Detroit, taking a strong lead in MobDevDay 2013, runs a software user group in Ann Arbor called Craftsmen Guild, and is the "boss" of Nerd Nite in two cities (Ann Arbor and Detroit).
Advanced Concurrent Programming in Ruby	Rumor has it that you can't write concurrent programs in Ruby. People once believed that the world was flat and we all know how that turned out. Between the native threads introduced in MRI 1.9 and the JVM threading available to JRuby, Ruby is now a valid platform for concurrent applications. What we've been missing--until now--are the advanced concurrency tools available to other languages like Clojure, Scala, Erlang, and Go. In this session we'll talk about the specific challenges faced when writing concurrent applications; we'll explore modern concurrency techniques such as agents, futures, promises, reactors, and supervisors; and we'll use various open source tools to craft safe, reliable, and efficient concurrent code. We'll write most of our code using the Concurrent Ruby gem but we'll also explore EventMachine and Celluloid.	Advanced	Ruby / Rails	Jerry D'Antonio	jerrydantonio	I've been a professional programmer for almost two decades. I'm also a husband, educator, Navy veteran, libertarian, contrarian, gamer, metal-head, vim enthusiast, and MMA fan. I've worked professionally with numerous platforms and languages including C++, C#, VisualBasic, Java, PHP, Python, Erlang, R, and most recently Ruby--which has been my language of choice for the past five years. I have built software and web applications in industries as diverse as health care, education, banking, public broadcasting, civic engagement, and telecommunications. I'm fascinated by concurrent programming and am the lead engineer for a distributed application built using Ruby, RabbitMQ, MongoDB, and EventMachine. I hold two masters degrees and teach masters-level software engineering at a Jesuit university. I currently live and work in Akron.
Becoming an Outlier: Career Reboot for the Developer Mind	As a developer, your image and your mind are your product. So to get what you've never had, you must do what you've never done with these precious tools. If you want to make a bigger impact, raise your income, and code with purpose, join us. This session is about making a paradigm shift in how you manage your career. We'll discuss concrete activities and skills that transform average developers into outliers. You'll learn why developers can't afford cable, ways to improve your "lucky surface area", and techniques to compress your career through accelerated development. This session is loosely inspired by Malcolm Gladwell's "Outliers", Chad Fowler's "The Passionate Programmer" and Seth Godin's "Poke the Box". Prepare to think about your development career in a whole new way.	Beginner	Other	Cory House	housecor	Cory is a Pluralsight author, independent consultant, INETA speaker, blogger, and software architect at VinSolutions where he specializes in creating C# .Net and JavaScript based single page applications for the automotive industry. He regularly speaks on clean code, architecture, and software career development at conferences and user groups across the country. Cory is a Pluralsight author and his course "Clean Code: Writing Code for Humans" goes live in October. Cory maintains a blog at bitnative.com .
Pragmatic Architecture in .Net: Curing the Architecture Astronaut	An architect's job is to reduce complexity, not increase it. Yet the developer life is filled with jargon, acronyms, and seemingly infinite choices. So how do we know when complexity makes sense? Let's discuss when abstractions are justified and determine how to structure applications so they're maintainable, scalable, and testable. We'll make sure everyone is comfy with the core jargon like N-Tier, separation of concerns, and loose coupling. Then we'll dive into various patterns for implementing the three common layers using various .Net technologies. You'll learn when table module, active record, DDD, and ORMs make sense and walk away with the tools to better evaluate and justify complexity as a agile software craftsman. We'll focus on the value of keeping things simple whenever we can.	Intermediate	Development Methodologies	Cory House	housecor	Cory is a Pluralsight author, independent consultant, INETA speaker, blogger, and software architect at VinSolutions where he specializes in creating C# .Net and JavaScript based single page applications for the automotive industry. He regularly speaks on clean code, architecture, and software career development at conferences and user groups across the country. Cory is a Pluralsight author and his course "Clean Code: Writing Code for Humans" goes live in October. Cory maintains a blog at bitnative.com .
The Test Driven Developers Android Testing Toolbox	Practicing test driven development with the Android framework can be challenging. There are tools to help, but each comes with its own set of strengths and limitations. Knowing which tool best suits a particular situation can often prove difficult. During this session we'll take an objective look at some of the options Android developers have available for practicing test driven development. We'll cover several open source tools that have proven useful as well as some of the tools available within the Android framework itself.	Intermediate	Mobile (Android, iOS, Windows Mobile, etc)	Dave Shah	daveshah	Dave Shah is a software engineer with a dream of making the world a better place with every push to production. He stumbled upon software development in a somewhat non-conventional way during his time served in the Marine Corps. He's served in a number of technical and leadership roles, has a passion for mobile and web technology, and has way too much fun learning & sharing new ways to make himself and his teammates better developers and better leaders.
Using NoSQL with JPA, EclipseLink and Java EE	This session explores how NoSQL solutions like MongoDB, Cassandra, Neo4j, HBase and CouchDB can be used in a Java EE application with or without a JPA centric facade. Although the primary focus is on EclipseLink NoSQL, we will also cover Hibernate OGM, EasyCassandra, Morphia, etc as well as seeing how NoSQL can be used natively via basic CDI injection.	Beginner	Java	Reza Rahman	reza_rahman	Reza Rahman is a long time former independent consultant and now officially a Java EE/GlassFish evangelist at Oracle. He is the author of the popular book EJB 3 in Action. Reza is a frequent speaker at Java User Groups and conferences worldwide including JavaOne. He is an avid contributor to industry journals like JavaLobby/DZone and TheServerSide. Reza has been a member of the Java EE, EJB and JMS expert groups. He implemented the EJB container for the Resin open source Java EE application server. Reza has over a decade of experience with technology leadership, enterprise architecture, application development and consulting. He has been working with Java EE technology since its inception, developing on almost every major application platform ranging from Tomcat to JBoss, GlassFish, WebSphere and WebLogic. Reza has developed enterprise systems for well-known companies like eBay, Motorola, Comcast, Nokia, Prudential, Guardian Life, USAA, Independence Blue Cross and AAA using EJB 2, EJB 3, CDI, Spring and Seam.
JavaEE.Next(): Java EE 7, 8, and Beyond	Java EE 7 is here and the horizons for Java EE 8 are emerging. This session looks into the key changes the community can expect. The goal of this session is to foster interest and discussion around these changes. Some of the changes discussed include retiring EJB 2 entity beans and JAX-RPC, greater alignment with CDI, WebSocket/HTML 5 support, a standard API for JSON processing, the next version of JAX-RS, an overhaul of JMS, long-awaited concurrency utilities, batch processing in Java EE and much, much more.	Beginner	Java	Reza Rahman	reza_rahman	Reza Rahman is a long time former independent consultant and now officially a Java EE/GlassFish evangelist at Oracle. He is the author of the popular book EJB 3 in Action. Reza is a frequent speaker at Java User Groups and conferences worldwide including JavaOne. He is an avid contributor to industry journals like JavaLobby/DZone and TheServerSide. Reza has been a member of the Java EE, EJB and JMS expert groups. He implemented the EJB container for the Resin open source Java EE application server. Reza has over a decade of experience with technology leadership, enterprise architecture, application development and consulting. He has been working with Java EE technology since its inception, developing on almost every major application platform ranging from Tomcat to JBoss, GlassFish, WebSphere and WebLogic. Reza has developed enterprise systems for well-known companies like eBay, Motorola, Comcast, Nokia, Prudential, Guardian Life, USAA, Independence Blue Cross and AAA using EJB 2, EJB 3, CDI, Spring and Seam.
MongoDB and Meeting Your Storage Needs	If you ask a developer about the benefits of MongoDB, you would probably hear things like speed, flexibility and ease of handling large amounts of data. Mongo developers know that it does provide all of these features, but not directly out of the box without major work and some creativity. In this session, we will discuss some lessons learned from a Mongo implementation that has been in heavy production use for years. It will draw upon roadblocks encountered in development and production to attempt to help others avoid similar issues. This session will focus on exploring the pros and cons of a large scale MongoDB implementation. We will study its benefits over other database solutions and ability to work in tandem with those technologies. C# integration code will be explored to demystify how Mongo works and preconceived notions. We will also study several strategies to improve speed, reliability and data validity. Finally, this session will spend time with the Javascript integration, showing how the ease of CRUD operations and how Javascript and MongoDB can easily replace and improve on SQL scripting. Attendees will have a strong grasp on many MongoDB concepts as well as a framework for exploring how it might work for their situations.	Beginner	Other	Brett S Berliner	brettberliner	Brett is currently a lead developer at Questline, where he has been working on greenfield utility communication applications for the last three years. Before that, he worked for Agile Technologies and for Grange Insurance. Working in large, bureaucratic companies fueled his desire to learn and become a technical leader, which has been crucial to his efforts as a decisive leader on a small team. This has allowed Brett to investigate and become proficient in new technologies such as MVC3, Amazon Web Services and MongoDB. He is dedicated to finding the right technology and strategy for each situation and continues to follow industry trends. Brett graduated from Ohio State with a BS in Computer Science & Engineering and lives in Columbus, OH. His spare time is spent consulting on software projects, playing sports and listening to good music. He can be reached at bberliner@gmail.com or on Twitter as @brettberliner.

Mixing Functional programming with OO	We don't have to choose between functional programming and object oriented programming. We can use both. They both provide a number of problem-solving styles so that a programmer can select the solution technique that best matches the characteristics of the problem to be solved. Functional programming is great but how do we use it in our day to day programming? Most of us struggling with that. - What about the design patterns? - How do I dependency Injection? - Domain modeling How about we take something we are familiar with like object oriented programming and slowly refactor our way into functional programming. This will help us in exploring functional programming and how to its techniques could be use in day to day programming.	Intermediate	Languages	Nilanjan Raychaudhuri	nraychaudhuri	Nilanjan is a consultant/trainer and core member of Play framework team. He works for Typesafe. He has more than 12 years of experience managing and developing software solutions in Java, Ruby, Groovy and also in Scala. He is zealous about programming in Scala ever since he got introduced to this beautiful language. He enjoys sharing his experience via talks in various conferences and he is also the author of the "Scala in Action" book.
Your Graph is Showing: The Trend toward Graph Databases & Connected Data	Developers have turned to NoSQL databases, such as MongoDB and Cassandra, to build social networks and online communities because of their relative speed and simplicity. However, when creating connections, understanding trends and seeing commonalities within data, developers at places like Facebook and Twitter have increasingly turned to graph databases. In this discussion, we'll start with a quick overview of the database landscape and how graph databases fit within it. Next, we'll dive into neo4j, a popular graph database, and demonstrate how to solve complex, connected data problems with an in-depth look at examples demonstrating the power, speed and simplicity of using graph databases. We'll close with a look at some caveats as well as glimpse into the future of graph databases. 5 things to learn: 1. What are graph databases? 2. Why devs should care about graph databases vs. relational databases vs. other options 3. When a graph database makes sense and when it doesn't 4. Security & integration/implementation options with the neo4j graph database 5. Caveats and the future of graph databases	Intermediate	Other	Greg Jordan	gmjordan	Greg Jordan, Manager of Web Development at Methodist Le Bonheur Healthcare, has over 15 years of experience programming in various languages with a focus on native mobile & web application development. Greg holds a bachelor's degree and two Master's degrees, and is a Ph.D. candidate at the University of Memphis.
Scala for Java developers		Intermediate	Languages	Nilanjan Raychaudhuri	nraychaudhuri	Nilanjan is a consultant/trainer and core member of Play framework team. He works for Typesafe. He has more than 12 years of experience managing and developing software solutions in Java, Ruby, Groovy and also in Scala. He is zealous about programming in Scala ever since he got introduced to this beautiful language. He enjoys sharing his experience via talks in various conferences and he is also the author of the "Scala in Action" book.
The Low Risk Entrepreneur	You don't have to quit your day job to be an entrepreneur. In this session, serial (and often parallel) entrepreneur Steve Smith will talk about ways developers (and others) can launch their own businesses from the comfort of their existing full time positions, with the full support of their employers. It's never been easier or cheaper to start a business, and whether you just have an idea you want to try out or you're hoping to augment your income and resume with some accomplishments outside of your current workplace, running and growing your own business can be very rewarding. In this session, we'll talk about various kinds of opportunities and the commitments they require, employment agreement considerations, how to align your goals with your business, and how the low-risk option differs from the traditional startup approach. Questions and discussion will of course be welcome as well.	Beginner	Cool Stuff	Steve Smith	ardalis	Steve Smith is an Executive Vice President of Services for Telerik. Telerik Services provides consulting, training, and other services to Telerik's enterprise clients and partners. Steve is also a Microsoft Regional Director and MVP, as well as a frequent speaker at software developer conferences and events. Steve has (with his wife and partner Michelle) started and sold a number of businesses in his career, including one of the first online developer community websites (ASPAlliance.com), the first Microsoft developer advertising network (Lake Quincy Media), and a successful agile consulting company (NimblePro). Steve has authored several courses for Pluralsight, and has also written or contributed to a number of books, most recently 97 Things Every Programmer Should Know. In the past, Steve was an Army Engineer officer and explosives instructor, and he spent some time in Iraq in 2004 leading a combat engineer platoon. Today Steve lives in Kent, Ohio with his wife and two children. Steve maintains a blog at Ardalis.com and is active on Twitter as @ardalis. He maintains a professional facebook page at Facebook.com/StevenAndrewSmith.
People, Process, Tools – The Essence of DevOps	DevOps is about making software better – by bringing everyone involved in software closer together, including (but not limited to): domain experts, architects, developers, designers, testers, security and operations. This session takes you through the DevOps culture, focusing on people, process and tools (in that order). You'll learn how to get the conversation started between the teams, how to bring the teams closer together, and how to ultimately become one team (we're all in this together!) Understanding DevOps is about focusing on what's important: building and delivering the best software you can.	Intermediate	Development Methodologies	Richard Campbell	richcampbell	Richard Campbell has been involved with microcomputers and software since 1977. His career has spanned the industry both on the hardware and software sides, from manufacturing to sales, service, game development, line-of-business software and large scale systems. Today Richard is on the board of directors for Telerik (www.telerik.com), a leading vendor of development, team productivity, automated testing tools, UI components and content management solutions in the Microsoft space. He's a partner in PNOF Productions, creating a variety of multimedia programs including .NET Rocks!, the Internet Audio Talk Show for .NET Developers (www.dotnetrocks.com) a podcast produced twice a week for more than 250,000 listeners in 150 countries. In addition he's the host of "RunAs Radio" (www.runasradio.com), a podcast for the IT Professional using Microsoft technologies. In the fall of 2011, he helped launch a third podcast called "The Tablet Show" (www.thetabletshow.com), focused on the emerging tablet and mobile market. Richard is also a Microsoft Regional Director, MVP and speaks at conferences around the world.
Serenity for Android: Lessons learned about designing an app for Google TV	Making sure your Android app runs across a multitude of mobile devices can be challenging. You have a wide variety of screen sizes to deal with, battery usage concerns, wifi availability, and cellular data capacity to contend with. Add in tablets and the various display sizes and challenges increase. Now too in televisions and the various smart tv Android sticks, and you have yet another interface point to deal with. A remote control or game controller as the primary input. With Google TV and smart TV sticks, the user experience is a 10 foot experience, meaning you need to keep this in mind as well. How can you design an app that works well on both, but still provide an optimized experience. In this session, we'll look at the design and user interface challenges faced. Just using a tablet interface optimized for a touch layout is not an ideal user experience when the app is on a TV screen. We'll cover such things as: <ul style="list-style-type: none">* Android layouts design patterns* Optimizing the app for use with a remote or game controller* Image and video playback issues and advantages* Designing your app for accessibility* Should you be concerned about wifi usage?	Intermediate	Mobile (Android, iOS, Windows Mobile, etc)	David Carver	kingargyle	David Carver has over 20 years of experience in the programming field, he has expertise in ecommerce and business to be business data transformations. In addition to a wide experience on mainframe, and client server technologies, he is a big Open Source proponent and a former member of the Eclipse Architecture council and worked on the XML, XSLT, and XPath tools. He currently works a principal software engineer for Intalio, helping to design and implement private cloud solutions for the enterprise. He is the lead for the Serenity for Android project an open source client for the Plex Media Server that is optimized for the TV and Tablet experience.
Debugging with Fiddler	Fiddler is the world's most popular web debugging tool, used by developers, testers, and other web technologists worldwide. In this talk, I'll show how to fully exploit Fiddler to debug traffic from client applications, devices, and web services. We'll cover the latest enhancements to Fiddler to enable debugging on Windows 8's new application platform, and how to debug mobile applications running on non-Windows platforms. We'll look at Fiddler's new support for HTML5 WebSockets, and explore how Fiddler can be combined with other tools and technologies to enable comprehensive testing of sites and applications. We'll go beyond passive traffic monitoring to show how Fiddler can be used to modify and even generate web traffic to simulate clients or servers not yet built. We'll end with an exploration of existing extensions that greatly expand Fiddler's power, and how developers can easily extend Fiddler to meet their own specific needs.	Intermediate	Testing	Eric Lawrence	ericlaw	Hi! I'm Eric Lawrence; I created the Fiddler Web Debugger. I was a PM @ MSFT from 2001-2012 before joining Telerik in 2012 to develop Fiddler fulltime. I'm an IE MVP and have spoken at TechEd, PDC, MIX, Usenix Security, and assorted smaller events.
Hardware Interaction with JavaScript	Just a few years ago the only way you could perform task like machine vision, speech recognition was to program something in Java, C#, C++, or C. But now with HTML5/Canvas, web speech api's, and NodeJS controlling hardware can be done with as little as a browser and some JavaScript. This talk I will be focusing on the programing of my latest robot: J.A.C.O.B. - Just Another Camera Operating Bot. J.A.C.O.B. is a person sized robot that operates via voice command and machine vision. It follows follows me around wherever I go with an MP3 camera. How many times have you tried to debug something in Objective-C without really knowing "why" it works a certain way? Do you start sweating when Xcode throws linker errors your way, or when you have to mix ARC and non-ARC code? This talk will reveal how Objective-C works, what actually happens when your application is linked, and reveal what ARC is actually doing. Objective-C is a 30-year-old language, and it's evolving faster than ever. We'll look at the basics of the language, how properties and categories work, and cover advanced topics like creating classes at runtime, memory management and ARC, and tagged pointers. At the end of the talk, you'll be able to diagnose issues with your app more quickly, dive into system components more readily, and have a better sense of why your code works.	Intermediate	JavaScript	Scott Preston	scottpreston	Scott Preston is an author, software craftsman and entrepreneur from Columbus, Ohio. Scott has written many books including The Definitive Guide To Building Java Robots, by Apress and Learning HTML5 and JavaScript for iOS, by Apress. Scott has been a Java Developer & Architect since 2000. During the past 13 years he's conducted training on Java, Web & Mobile for clients new to the Java Web Stack. Some of his clients include Public Employees Retirement Systems in (Ohio, Rhode Island, Nebraska, Nevada and Michigan), Limited Brands, and ZCheckout.Com. Scott has spoken at many conference including CodeMash, Ohio Linux, OSCON as well as many national Java User groups. Currently Scott works as a UI Engineer for deem.com based in San Francisco and works with mobile and JavaScript goodness.
Understanding Objective-C Inside and Out	J.A.C.O.B. is a person sized robot that operates via voice command and machine vision. It follows follows me around wherever I go with an MP3 camera. How many times have you tried to debug something in Objective-C without really knowing "why" it works a certain way? Do you start sweating when Xcode throws linker errors your way, or when you have to mix ARC and non-ARC code? This talk will reveal how Objective-C works, what actually happens when your application is linked, and reveal what ARC is actually doing. Objective-C is a 30-year-old language, and it's evolving faster than ever. We'll look at the basics of the language, how properties and categories work, and cover advanced topics like creating classes at runtime, memory management and ARC, and tagged pointers. At the end of the talk, you'll be able to diagnose issues with your app more quickly, dive into system components more readily, and have a better sense of why your code works.	Advanced	Mobile (Android, iOS, Windows Mobile, etc)	Jeff Kelley	slaunchman	Jeff Kelley is an iOS developer at Detroit Labs and author of Learn Cocoa Touch for iOS, published by Apress. He's been working with iOS since its infancy in 2008, and managed the OS X environment at the University of Michigan before that. Apps he's worked on that you've likely seen are the Domino's Pizza iOS ordering app, the award-winning Chevy Game Time second-screen Super Bowl experience, and the OTE Energy outage center app. When not working on iOS apps, Jeff listens to an inordinate amount of podcasts and seeks out new and interesting races to run; he is currently training for a half marathon.
How We Build Realtime Systems At bitly	At bitly we see over 6 billion clicks/month from all over the web. In addition to safely restricting all of those clicks, we do a ton of analysis. With this analysis we help our users understand what their audience and the wider web care about, throughout the past and right now. On the "simple" side we can instantly tell you how many clicks we've seen on a given link. Beyond that we can tell you what links are most popular and bursting for a given domain, topic, geographic region, audience, and more. To accomplish this we have dozens of systems running on hundreds of hosts and they all communicate through a system that we built called NSQ. NSQ is a distributed realtime messaging system. NSQ scales horizontally, gracefully deals with failure, has no single point of failure, is dynamically configured, and has solid management tools. This talk introduces the basic concepts behind NSQ and how we use it to build scalable, distributed, realtime systems at bitly.	Intermediate	Cool Stuff	Sean O'Connor	theseanoc	Sean O'Connor is the Lead Application Developer at bitly. Day to day he builds systems, reviews code, and works with the awesome crew at bitly to create powerful new tools to help people understand the social web. Outside of bitly Sean spends most of his time biking around NYC, brewing cider, and keeping his dog out of trouble. In regard to public speaking, Sean has given a number of talks on both technology and community building at conferences and meetups over the years. You can find a sample of his speaking at http://j.mp/15fN9j.
Exploring JVM Bytecodes	Have you wondered what happens to your Java, Scala, JRuby, or Groovy code when it compiles? Have you decompiled a class file to see what is going on? Have you wondered which is more efficient to code? loops or switches? one way vs. another? This presentation will answer those questions. It will provide an overview of the .class file format, discuss the JVM instruction set, and explore differences in the compiled bytecodes caused by minor changes in source code.	Intermediate	Java	Matt Insko	minko	Matt Insko is a lead engineer at PreEmptive Solutions working on their bytecode injection and obfuscation tools (DashO). He has been working with Java professionally since 2000.
Engineering Beauty	Armed with a laptop and an idea, today's developer can build remarkable products without a lot of fuss. If we have a cool problem, we simply do a Google search or post a question on Stack Overflow for help. One subject that is not so easy for developers to learn is design. We can write the most pristine code, but if our product is poorly designed, all is for not. The resources for design are simply too hard to find. There are many reasons for this, but mainly can be attributed to the difficulty of articulating the design process through which designers make decisions. The truth is, there is in fact a process and framework for good web design. In this talk, I will cover some of the common pitfalls developers fall into and a few basic design principles from a developer's perspective. I will show how we can apply what we already know about programming to design. You'll gain a new appreciation for the invisible forces that guide good design decisions day-to-day. Your designer colleagues will be happier and most importantly your customers will be happier.	Beginner	Design/UX	Matt Sears	littletines	A friendly midwesterner, Matt knows how to create beautiful code and rock out while doing it. He runs his small-size, big-quality web development and design studio, Littletines. Born and raised in Dayton, Ohio. Matt spent most of his childhood drawing and painting. He ventured into the digital world by earning a degree in computer science and business. He founded Littletines in 2007. A proud Ruby on Rails engineer, these days Matt strives to combine the high-tech with the aesthetically pleasing.
Tooling and Improving Web Performance	Web performance is a fairly well-researched subject; a quick search for "Google PageSpeed" renders a list of performance improvements you can make to decrease load time. However, keeping track of web performance is more involved than a quick refresh-and-watch-the-network-pane dance; in order to really track what improvements you've made, it's helpful to use other tools. I'll cover how using tools like NewRelic, WebPageTest, and PageSpeed can help you uncover and log performance improvements, and build a terrible Rails demo so you can try out rsnases on your own time. When I open sourced my plugin to the WordPress community, user support was one of the last things on my mind - I was more excited to have written awesome code and a helpful site extension. Shortly thereafter though, customer support was the only thing I had time for. When your user base ranges in skill level from experienced developer to your grandmother, well... you've gotta be prepared for just about anything. This session will highlight the challenges and benefits of stellar support and offer a few tricks to make the process as painless as possible for both your user and yourself.	Intermediate	Other	Jack Lawson	ajacklaw	I'm a full-stack engineer with Airbnb on the performance team. With a small team (two or three people), we dropped our 50th percentile load time by over 30% over just a few months by implementing tooling and following best practices published by Google and Yahoo. I've been in web development professionally for about 10 years (and as a hobby since I first learned BASIC when I was 11.)
Surviving Support: 10 Tips for Saving Your Users and Yourself	When I open sourced my plugin to the WordPress community, user support was one of the last things on my mind - I was more excited to have written awesome code and a helpful site extension. Shortly thereafter though, customer support was the only thing I had time for. When your user base ranges in skill level from experienced developer to your grandmother, well... you've gotta be prepared for just about anything. This session will highlight the challenges and benefits of stellar support and offer a few tricks to make the process as painless as possible for both your user and yourself.	Beginner	Development Methodologies	Julie Cameron	jewholhelotus	Julie Cameron is a frontend developer at Quicken Loans in Detroit. She is the sole developer and supporter of the SlickQuiz WordPress plugin and has been developing with WordPress for several years now. She is a responsive web design advocate, student of JavaScript, agile proponent, and self-improvement practitioner.
Team Collaboration	After working independent for the past 8 years, I have seen a few things that went good and quite a few that have not. When things break down, it's almost always due to poor communication. It doesn't have to be like this. We'll discuss the mindsets of everyone involved with seeing a project succeed and what tools or techniques can help to fill the communication gap.	Beginner	Development Methodologies	Jonathan Knapp	coffeeandcode	Jonathan Knapp is a digital consultant out of Akron, OH. He's been working for himself for the past eight years at his company Coffee and Code (coffeeandcode.com) and has worked on PHP, Ruby/Rails, Django, and JavaScript projects for companies ranging from startups to enterprise digital media organizations. He is also a community web advocate whose ran a few meetup groups in Ohio, supporting local conferences and Give Camps, and enjoys helping other developers to get their start. If you'd like to chat tech, feel free to hit him up at the conference or on Twitter: @rcoffeeandcode I am a developer, author, speaker, and entrepreneur. I founded Vanward Technologies in 2001 where I served as CTO and then CEO. Vanward was acquired by JNetDirect in 2005 and was re-branded as Stelligent in 2006, where I served as President. In 2008, I founded Beacon5 where I served as Managing Partner. I am currently the CTO of App47.
Searching for the Masses with ElasticSearch	Search is the touchstone of the Internet; without it, the internet wouldn't be all that useful. But search hasn't always been that easy nor affordable to implement. That's where ElasticSearch shines. ElasticSearch adds not only a simple API for adding and searching content, but does it in a distributed manner. With infinitesimal arm grease, you can set up a search cluster that smears your data and resultant queries across a series of nodes. Not only is this resultant architecture fast, but it's easy to set up and extremely affordable as search nodes can run on commodity hardware. In this session, I'll show you how to get up and running with ElasticSearch. You'll learn how to create a cluster, how to index and search documents via its RESTful API and how to use a few handy client libraries. You'll be bringing search to the masses in no time!	Beginner	Cool Stuff	Andrew Glover	aglover	I'm the founder of the 2009 Jolt award winning easyb Behavior-Driven Development framework and am the co-author of a number of books including 2008's Jolt award winning Continuous Integration, Groovy in Action, and Java Testing Patterns. I regularly write about software development and the software industry at thethedcode.com and I'm fortunate enough to have the opportunity to speak to a variety of audiences at various conferences around the globe on such topics as Mobile Development, Cloud Computing, and Agile Software Development.
Java.Next: an overview of Java 8	The next release of Java (8) promises a variety of new features, including Lambda expressions, annotations and a new date/time API. We'll review these and other notable additions to the Java platform, plus provide code samples and demonstrations of the new features of Java 8.	Intermediate	Java	Scott Seighman	javacleveland	Scott Seighman is a Principal Sales Consultant with Oracle where his primary focus is architecting open solutions that span the computing landscape, from embedded devices to cloud architectures. Based in Cleveland, Scott is tasked with cultivating the technical staffs within Oracle's Partner community through training, workshops, webinars, product evaluations, and demos. Prior to joining Oracle, Scott spent 12 years with Sun Microsystems as a systems engineer, promoting Java technologies (ME, SE, EE) throughout the Midwest.
Building decoupled polyglot applications with Vert.x	Vert.x is an asynchronous application platform built on top of Netty that supports several JVM languages: Clojure, Groovy, Java, JavaScript, JRuby, Jython, PHP, and Scala. It uses a multi-reactor model to efficiently serve a high number of concurrent connections, and greatly simplifies distributed component coordination by providing built-in message passing between components, up to and including the browser! In this talk, I'll provide an introduction to Vert.x, and cover the trade-offs of using it for applications.	Intermediate	Development Methodologies	Toby Crawley	tcrawley	As a core member of the Immutant, TorqueBox, and Vert.x teams at Red Hat, Toby helps drive the integration of Java and other JVM languages. Prior to joining Red Hat in 2010, Toby spent far too many years as a contractor developing applications in a plethora of languages.
Concurrent Applications with F# Agents	To build today's responsive and scalable applications, developers need to start leveraging asynchronous programming models. During this talk, we'll explore how developers can easily use the F# agent-based programming model, which is based upon the actor concurrency model first made popular in Erlang, to simply and quickly build concurrent applications.	Intermediate	Windows / .NET	Rachel Reese	rachelreese	Rachel Reese is a long-time software engineer and math geek who has recently relocated to the lovely Burlington, Vermont. She runs the local functional programming user group, @VTFun, which is a constant source of inspiration to her, and at which she often speaks on F#. She's also an ASPinsider, an F# MVP, a community enthusiast, one of the founding @lambdadies, and a Rachii. You can find her on twitter, @rachelreese, or on her blog: rachelreese.se

Liberate the Front-End	For far too long client-side code has been held hostage in the clutches of the evil server-side! Enough is enough! Now is the time to liberate your JavaScript from these arcane environments and move them into a modern workflow where preprocessors, test runners, and transpilation tools are platform agnostic, performant and fun! Join us at this session as we explore why the server-side should stick to what it is good at: security, authentication, services, and data storage; along the way we will explore some of the benefits of migrating your JavaScript to a front-end optimized tooling stack using Node.js and Grunt.	Intermediate	Design/UX	David Mosher	Bio forthcoming	
Angular Directives: Demystified	One of the most powerful yet often misunderstood capabilities of Angular.js is the "directive". Directives take HTML vocabulary by allowing you to describe components or behavior declaratively. Unfortunately, many people find them magical and difficult to fully understand. This session will demystify the directive by exploring the subcutaneous layer of Angular.js. We will cover the directive life-cycle, inherited scope, isolate scope, scope bindings, compilation vs linking, templates and the template cache as well as testing directives. When we come back to the surface, you will have a clearer understanding of Angular.js and you will be ready to harness the power that Angular.js has to offer.	Advanced	JavaScript	Brian Genisio	Brian Genisio is a passionate software developer at CareEvolution in Ann Arbor, MI and an active member of the Michigan software community. For almost 15 years, Brian has worked with many languages, technologies and domains. For the past 6 years, he has traversed through front-end development frameworks such as Silverlight, Flex, Backbone.js and now Angular.js for delivering rich client experiences to his users. Brian is the creator of LearnD3.com, co-creator of ChooseYourOwnApplication.com and co-organizer for the South East Michigan JavaScript group (SEM.js). In his spare time, he enjoys cooking, cycling and fishing with his kids.	
DudeOps: Why the Big Lebowski is about your IT Project	In this off colored talk, I'll cover the major players of cult favorite The Big Lebowski and how those players map to the people you are likely to encounter when executing an IT project. Successful IT projects are often more about the organizational issues you'll encounter rather than the technical issues. In this talk, we'll cover some of the "characters" of IT you will encounter on your journey, and how to overcome them. For fun, we will draw from the characters of The Big Lebowski, as well as the Dude's experiences, in order to help you navigate your organization. After all, "All the Dude ever wanted was his project done."	Beginner	Cool Stuff	Michael Ducey	mfidi	Michael Ducey currently works as an Enterprise Architect for Opscode focused on designing and implementing automation solutions for customer's Cloud, IT Automation, and Continuous Delivery needs. Prior to Opscode, Michael worked at CompuCom, helping with the architecture and design of CompuCom's Cloud portfolio. Michael has held other roles as a Cloud Architect, Performance and Capacity Planner, Linux Systems Engineer, Instructor of IT courses, and Private Consultant for companies such as enStratus, BMC Software, and Orbit Worldwide. After graduating from the University of Missouri St. Louis with a degree in Computer Science, Michael completed his Masters degree in Computer Science at the University of Chicago. More recently Michael completed his MBA at the Fisher College of Business at The Ohio State University. TL;DR I love Ops and have done it in various capacities; I love business aspects of IT too. I love the idea and practice of DevOps.
Gambling for Rubysts	If baseball is America's Pastime, then surely poker is America's Game. An iconic game of the Wild West, today it has lost much of its stigma and emerged as a preeminent game of skill and intellect, dominated by mathematicians, stock brokers, and developers. What has software development brought to this American tradition, and what lessons does poker have to offer us in return? In this talk, I'll give you a crash course in poker, discuss statistics and odds, the psychological aspects of the game, how I use Ruby to improve my poker game, and the business side of managing a career as a professional gambler... and how the skills of one profession can help us understand another.	Beginner	Other	Kerri Miller	kerrior	Kerri Miller is a Sr Software Developer and Team Lead based in the Pacific Northwest. She has worked at enterprise companies, international ad agencies, boutique consultancies, start-ups, and every place in between. She mentors and teaches students and interns through RailsBridge and other programs. Having an insatiable curiosity, she has worked as a lighting designer, marionette puppeteer, sous chef, and professional poker player, and enjoys hiking, collecting Vespas, and working with glass.
Clojure: Thinking in Data	This is a session that introduces you to the Clojure programming language. Clojure provides a small core set of immutable, persistent data structures. On the other, Clojure uses functional programming to provide a rich set of data manipulation functions. These two pillars of Clojure are fused together through the "sequence" abstraction. Because of sequences, Clojure developers expect that almost any function works with almost any composite data. This talk will consider how Clojure's approach to data differs from object-oriented programming and see how this approach changes the nature of your daily programming. We will also consider topics such as mutation, state vs value, and how to customize your primitive and composite data. You should leave this talk with new ways to think about the intersection of data and function in your program.	Beginner	Languages	Alex Miller	puredanger	Alex Miller has been working with Clojure for four years and currently is a Clojure developer and community advocate at Cognitect. Prior to Relevance, Alex has done enterprise software product development for Revelytix, Terracotta, BEA Systems, and MetaMatrix. Alex enjoys tweeting as @puredanger and blogging at http://tech.puredanger.com. Alex is the founder of the Strange Loop, Clojure/West, and Lambda Jam developer conferences. He likes nachos.
Hadoop Kickstarter for the Microsoft Platform	This session will provide a kickstarter for Hadoop on the Microsoft platform. It will take the audience from installation, through upload of data and analysis to visualisation of results via PowerBI. It's a must for any developer who is interested to find out how the data science/big data wave is going to impact them and what skills are needed work in this market.	Intermediate	Other	Gary Short	garyshort	Gary Short is the Head of Data Science for Black Marble and works with: Hadoop, Hive, Pig, MapReduce, Statistics, Predictive Analysis, Computational Linguistics and Social Network Theory
TypeScript for C# Developers	JavaScript is the assembly language for the web. Does that make TypeScript the C# for the web? It's too early to tell, but it's one of the paths developers and teams can choose to be more productive writing large-scale applications for the web. In this session, we'll go through the basics of TypeScript syntax, and how to integrate TypeScript with common JavaScript libraries. You'll learn the basics of TypeScript, and have a basic understanding of the language. You'll leave with the basic skills in TypeScript to continue your own learning of this new language.	Beginner	Languages	Bill Wagner	billwagner	Bill has spent his entire career in the software industry, spanning both technical and business roles. His technical time is spent between curly braces, primarily with C#. He's the author of the best selling "Effective C#", now in its second edition, and "More Effective C#". His articles have appeared in MSDN Magazine, the C# Developer Center, Visual C++ Developer's Journal, Visual Studio Magazine, ASP.NET Pro, .NET Developer's Journal and more. He's written hundreds of technical articles for software developers. He actively blogs about technical and business topics. Bill is also a regional director for Microsoft.
Do Some "Solr" Searching With Your Apps	You've designed your application, built it up, and it's working great. One of the last features to implement is searching and reporting. You think you can get away with just implementing some SQL LIKE statements for an initial search, but you need to search across many fields or perform complex grouped searches (like in Amazon that shows search counts by subcategory). You've put it off because you really don't want to deal with SQL Server Full-Text Indexing - maybe it's not your cup of tea or maybe it's just intimidating or maybe you're not using something other than SQL Server. But there are alternatives to Full-Text Indexing that can be just as powerful and fairly simple. Solr is one such open source tool to help you with your application's searching needs. We'll take a look at the Solr project, how you can get it up and running very easily, how you can install it as a Windows Service (as opposed to a command window), and how you can use program against it RESTfully and using Solrnet. We'll look at basic searches along with some cool features like faceting, highlighting and rankings. If time permits, we can also look at how Solr can also complement a NoSQL environment. You won't believe how easy incorporating Solr into your application can be!	Intermediate	Windows / .NET	David Hoerster	davidhoerster	David Hoerster, a C# MVP, is a recovering corporate financial analyst and has been working with the Microsoft .NET Framework since the early 1.0 betas. He is the Director of Web Solutions at RGP and is the co-founder of BrainCredits (www.braincredits.com), a recent start-up that is hoping to change the way people learn on the web. David is the current Conference Chair of Pittsburgh TechFest, former president of the Pittsburgh .NET User Group, organizer of several recent Pittsburgh Code Camps and is also an occasional speaker at Pittsburgh and regional user group and code camp events. David can be found rarely blogging at http://geekswithblogs.net/DavidHoerster and also is an occasional Tweeter (@DavidHoerster).
Un-integrated Development Environment	Lets look at what it takes to do some of the things that an IDE normally does for you, and consider how some tools that work great outside of an IDE can help to make us less dependant on the large memory consuming software that we use to develop with. Remember how a lot of us learned how to code using a simple text editor and some command line tools? Well, those command line tools are still there and available for you to use in your scripts. A tool like guard can help to compile and test our code and growl will keep us notified of the current status of our build. There are lots of tricks that can be used for all languages from ruby on a Linux box to C# on Windows. There is a simple life outside of the IDE!	Intermediate	Development Methodologies	Joel Byler	joelbyler	Joel is a software craftsman working at LeanDog in Cleveland, OH. During the day he spends his time working on enterprise java apps and at night contributes to several open sourced ruby projects. He is also the organizer for the Cleveland Ruby brigade and enjoys participating in community events such as Cleveland GiveCamp, Startup Weekend, and Global Day of Code Retreat.
Escaping Reality With Shoes	Let's imagine for a moment, you have the day off and all of your friends are out of town... and it's raining! What are you going to do with all of that free time? There are so many options, and one of my personal favorites is hacking on some random idea or experimenting with code. It's important to step out of your comfort zone, and in this talk we will go one step further into the Magical Land of Shoes. Let's catch up on the last few years of the project, the future, and all of the amazing things you can build with it. Yours truly will give you a whirlwind tour of what Shoes is capable of and together build an experience that we can share for a lifetime.	Beginner	Ruby / Rails	Zachary Scott	_zzak	Ruby-core member Zachary Scott is a long time contributor and friend of Team Shoes.
Show an Open Source Project Some Love and Start Using Travis-CI	Lots of us are looking for an open source project to help with, but sometimes it is hard to find a way to contribute. I'd like to recommend that folks start to consider using Travis-CI and adding Travis-CI scripts to projects that don't already have them. Lets look at what it takes to build a project using Travis and the benefits that a project can take advantage of if they use the service.	Beginner	Testing	Joel Byler	joelbyler	Joel is a software craftsman working at LeanDog in Cleveland, OH. During the day he spends his time working on enterprise java apps and at night contributes to several open sourced ruby projects. He is also the organizer for the Cleveland Ruby brigade and enjoys participating in community events such as Cleveland GiveCamp, Startup Weekend, and Global Day of Code Retreat.
Vagrant, the ability to think about production deployments from day 1 of development	Traditionally, developers would write their applications without any thoughts to what system it was going to be deployed on production. It was also very difficult for them to understand how their software would react when releasing it into a production environment as they didn't really understand how that environment was configured. What if there was a way that developers could create the scripts needed to install dependencies and get the software running as it is developed? Vagrant does exactly this, it is a tool to create and configure lightweight, reproducible, and portable development environments. In this session, I will show you how to create a development workflow that will allow developers to use Vagrant to create a real continuous delivery pipeline. This means understanding the environment needs as well as what is needed to run the software. In this session I will demonstrate how to start with an ASP.NET MVC application and have the ability to create an Ubuntu environment to run this in production as well as how to run the same application in a Windows environment. I will also show how we, at OpenTable, integrate Vagrant into our pipeline to allow us to create a good acceptance testing environment against known datasets rather than having brittle	Intermediate	Development Methodologies	Paul Stack	stack72	Paul Stack is a London based developer working for OpenTable. Paul has spoken at various events throughout the world as well as extensively in the UK about his passion for continuous integration and continuous delivery and why they should be part of what developers do on a day to day basis. He believes that reliably delivering software is just as important as its development. Paul's newest passion is the DevOps movement and how this helps not just development and operations but the entire business and it's customers.
Managing Terabytes on AWS	JFrog is handling huge amount of binaries files for all our customers. Since each customer has its own space and domain, using a global Object Store can be tricky. Also our application cannot work with an "eventually consistent" storage, and cannot deliver customer requirements with current S3 performance. Learn in this session how we managed fast upload, critical replication and backups, and global download availability of the terabytes of JFrog customer binaries files.	Intermediate	Java	Fred Simon	freddy33	Frederic Simon is best known as the Co-founder and Chief Architect of JFrog - the Artifactory Binary Repository creators, and JavaOne 2011 Duke Choice Awards winner. Before founding JFrog in 2008, Fred founded AlphaCSP, the Java consulting firm in 1998 where he was the company's global CTO, leading 5 branches worldwide and served as the visionary voice of the company. Fred's development experience goes back to 1992 and covers Java technologies evolution from day one as a programmer, Architect and Consultant. As one of JFrog leaders, Fred encourages strong collaboration with leading open-source projects such as SpringSource, Grails and Gradle, by providing them with the Artifactory Cloud platform, and fuels the Continuous Integration ecosystem with open-source plugins for leading tools such as Jenkins, TeamCity & Bamboo. When not on those Fred hacks around new features for the core Java language, Java port of the popular sky rendering Stellarium project and other neat stuff. Fred blogs at http://blogs.jfrog.org & http://freddy33.blogspot.com and tweets as @freddy33.
Physical Computing Product Development with Arduino	All title: Learning to Code is Awesome and You Still Love What You Do Ever want to make your code talk with the real world? With the Arduino and the Processing language (Java with training wheels), doing this is actually pretty simple. In this session, we'll walk step-by-step through a real-life client project involving hardware prototyping and development with Arduino, making these devices talk wirelessly, and displaying physical data in a custom graphical interface. This presentation will cover the basic principles of using the Arduino and sensors to get data from the physical world, and then how to make sense of that data with simple visualizations using Processing. It will also remind you how cool code is.	Beginner	Hardware (Raspberry Pi, Arduino, etc)	Scott Sullivan	scotsullivan	Scott Sullivan is a digital product designer at Involution Studios working with on and off screen based media as well as emerging technology. His background in visual design and interactive performance art coupled with his interest in open source technologies like Arduino and Processing have provided him with a nontraditional perspective on technology. He spends his time tinkering with sensors, 3d printers and hardware connected android applications and traveling to talk about it.
Motorizing a 44" x 8" Telescope from Scratch	It is a wonderful undertaking to design and make your own thing from scratch. Consider joining me as we discuss what is required to develop a quality precision drive system for a 44lb telescope. We will cover many phases of this project, including how to create a 3D CAD model for brainstorming, how to compute torque requirements, how to control intelligent stepper motors, how to compute the needed reduction ratio and select the appropriate worm gears, how to specify the parts that need to be machined or printed, how to choose and mount the digital camera, and finally, what to consider when writing completely custom code (in C#) to bring this project to life. The joy of this project is that it encompasses so many different disciplines and technologies without using any pre-manufactured kits or designs. The actual telescope is an 8" Newtonian Reflector on a Dobsonian mount and will be available for show-and-tell. The presenter has written code for many industrial automation systems.	Advanced	Hardware (Raspberry Pi, Arduino, etc)	John Michael Hauck	john_hauck	John has been developing software professionally since 1981, and focused on Windows-based development since 1988. For the past 19 years John has been working at LECO, a scientific laboratory instrument company, where he manages software development. John also served as the manager of software development at Zenith Data Systems, as the Vice President of software development at TechSmith, as the lead medical records developer at Instrument Makar, as the MSU student who developed the time and attendance system for Dart container, and as the high school kid who wrote the manufacturing control system at Wohler. John loves the Lord, his wife, their three kids, and sailing on Lake Michigan.
Component-oriented: the past and future of web development	Swing a stick in a crowded room full of web developers. You are almost guaranteed to hit someone who has worked with an MVC framework, and can probably name both a client side and server side example. But MVC, as it's typically defined, is not the only game in town. Component oriented frameworks have been giving developers a more productive and enjoyable way to build web apps for 10 years, and today the approach is gaining serious attention on the client side. Come see what component oriented development looks like, how it lets us work at a better level of abstraction and gives us a better way for designers and developers to work together. We'll also look at how the component oriented paradigm is finding new life on the client in both W3C standards and the most popular client side frameworks of right now.	Intermediate	JavaScript	Chris Nelson	superchris	Chris Nelson is a software developer who hails from the fair city of Cincinnati, Ohio. Though originally a violin performance major, he has been developing web applications for about 15 years and is passionate about finding better ways to do so. He's spoken at most of the major ruby and java conferences and helped found Gaslight as a place for people to enjoy building amazing things together.
Are branching, null, and attributes all that OO? Let's get weird!	Although "being OO" isn't an end unto itself, we can often learn a great deal about programming by taking things to the extreme. Branching, null/nil checks, and attributes are not very "OO" and are often the source of great complication in our code. What would our code look like if we did everything we could to avoid them? In this talk, we'll create some odd-looking constructs and write some weird code in an attempt to understand just how useful branching, null/nil, and attributes really are. Do these constructs make our code easier to read and understand, or are they vestiges from older languages like like C, PHP, and Java?	Intermediate	Ruby / Rails	David Copeland	davetron5000	David Copeland is a programmer and author. He wrote "The Senior Software Engineer" and "Build Awesome Command-Line Applications in Ruby", and has over 16 years of professional development experience. He's managed high-performance, high-traffic systems at LivingSocial, helped build the engineering team at Opopov, and worked consulting gigs both large and small. Currently, he's a lead engineer at fashion start-up Stitch Fix, building a platform that will change the retail shopping experience.
Scratching the Surface with JavaFX	User interfaces are becoming increasingly less mouse-centric, in favor of multi-touch input. In addition, UIs are increasingly incorporating 3D components. This session will teach the audience how to develop multi-touch applications using Java/JavaFX, and how to use the JavaFX 3D API and lambda expressions in JDK 8. This presentation consists mostly of code snippets, and demos running on a Surface Windows 8 Pro. Multi-touch Programming with Java/JavaFX - Implementing Touch Gestures - Understanding Touch Events and Touch Points - Using the Pagination Control - Accommodating Fingers Developing 3D Applications with Java/JavaFX Examining an Example of Multi-touch Application: ZenGuitar3D	Beginner	Java	Jim Weaver	javafxper	James L. (Jim) Weaver is a Java and JavaFX developer, author, and speaker with a passion for helping rich-client Java and JavaFX become preferred technologies for new application development. Books that Jim has authored include Inside Java, Beginning J2EE, and Pro JavaFX 2. His professional background includes 15 years as a systems architect at EDS, and the same number of years as an independent developer. As an Oracle Java Evangelist, Jim speaks internationally at software technology conferences.

Windows to Web: Angular for XAML developers	Familiar with Windows Phone, WinRT, Silverlight or WPF development using XAML? Intrigued by writing web applications but don't know where to start? Angular is a leading-edge JavaScript framework for client-side web development that will feel familiar to XAML developers. In this session, we'll get you started on the road to building web applications using AngularJS. Taking a simple XAML application using C# and turning it into a simple web application using parts of the AngularJS framework, we will see how concepts from one carry over to the other and begin to demystify the world of web apps. This is not about writing great HTML, CSS and JavaScript, this is about understanding where to begin.	Beginner	Cool Stuff	Jeff Yates	jefftyes	I am an Englishman living and working as a software engineer in Michigan. I have been programming since I was ten. I started my career post-university developing desktop Windows applications for Motorsport using C++ and ATL. After 5 years, that led to an opportunity in the US where I learned C# and .NET developing diagnostic software for the automotive industry. Most recently, I began working in the healthcare sector implementing ASP.NET-based web applications using AngularJS. I have successfully worked with a variety of XAML-based technologies including WinRT, Windows Phone, Silverlight, and WPF, and have been developing with AngularJS since February. Earlier this year, I had the honor of winning the Pechakucha contest at CodeMash 2.0.1.3. I am also secretary of the Ann Arbor .NET Developers Group and in my non-coding time I like to write (my blog, stories and songs), record music, and play video games.
Promises A+ - Understanding the spec through implementation	Promises have been proposed as a solution to "callback hell". They help relieve common problems with asynchronous programming and are making their way in to more libraries, APIs and specifications. We will look at the Promises A+ specification and the upcoming DOM standard to write an implementation that will pass the Promises A+ test suite giving us greater understanding of how Promises work and how we can use them.	Intermediate	JavaScript	Rhys Brett-Bowen	rhysbb	Rhys Brett-Bowen spent many years in the advertising wilderness before learning about Closure Tools and becoming interested in large scale applications. He started the Closure Tools meetup in San Francisco, has written open source libraries including the PlastronJS MVC, Backbone.Advice and many other Closure related libraries, Backbone plugins and regular JavaScript modules. He will talk to just about anyone about large JavaScript application architecture.
Gesture Recognition with Kinect for Windows	Carl Franklin has done extensive work with the Kinect for Windows SDK, and now he's sharing his knowledge and code with you. Learn how his software lets you record gestures and then recognizes those gestures with an event-driven component.	Intermediate	Cool Stuff	Carl Franklin	carlfranklin	Carl Franklin has been a leader in the .NET community since 2002. In the very early days he wrote for Visual Basic Programmers Journal, authoring the Q&A column of that magazine as well as many feature articles for VBPI and other magazines. He has authored two books for John Wiley & Sons on sockets programming in VB, and in 1994 he helped create the very first web site for VB developers, Carl & Gary's VB Home Page. Carl is also the Microsoft Regional Director for Connecticut, an MVP for Kinect, co-host of .NET Rocks! and The Tablet Show, a .NET Rocks! spin-off dedicated to developing for tablets, phones and other mobile devices, as well as mobile web.
Embrace the IFrame	IFrame shouldn't be a bad word. Most people think of iframes as a last resort and only view them as a good way to embed youtube videos or third party applications. In this talk, you will learn that iframes have a place in your applications and they are a valuable tool in your toolbox. We'll look at how to use iframes as a powerful tool to facilitate cross domain communication, perform app-cache magic, secure content, sandbox javascript and more. This talk will show you a number of helpful ways to script iframes and use their powers for good.	Intermediate	JavaScript	Daniel Shultz	danshultz	Dan has been building web applications since 2005 across multiple languages including Java, C#, Ruby, Python and Javascript. He grew up in the Cleveland area and enjoys spending his time in and around the downtown Cleveland. Dan is currently working in Ruby and Javascript at OverDrive and spends time contributing to local meetup groups in the area by speaking and facilitating open space discussions. When not coding, he is spending time with his family or brewing beer.
Log Management Made Awesome: The Kibana 3 Way	Log management is typically tedious and involves shoving large files into a vault where you will only dust them off to laboriously troubleshoot a problem. Using Logstash, Elasticsearch, and Kibana 3, this session will demonstrate how to effortlessly collect your logs from anywhere and index them into a central store where they can be readily searched and analyzed to give you insight into your entire platform. These are all actively developed open source technologies, will run on a variety of platforms, and are becoming very popular for managing logs among DevOps. Logstash is a tool written in Ruby for collecting logs from a variety of sources, transforming them, and shipping them to a variety of destinations. Elasticsearch is a clustered, cloud-ready search solution powered by Java Lucene. Kibana 3 is a client-side browser app for visualizing and searching time-stamped data in Elasticsearch. Enterprise-class log management is within your reach.	Beginner	Other	Nick Slowes	nslowes	Nick Slowes has worked in web development for five years and has spent most of his professional career at OverDrive in Cleveland. He has extensive experience working on Windows Server and the .NET platform, spends a lot of time working with distributed systems, and continuously pushes the adoption of new technology. He has recently become passionate about all things DevOps, including log management, effective application monitoring, and continuous deployment. He also enjoys working outside the "typical" .NET box, such as using NoSQL tech like MongoDB or Memcached, and introducing messaging with RabbitMQ. When not finding new ways to introduce race conditions into CouchDB, or troubleshooting database performance, he can typically be found playing board games or piloting a 50-ton BattleMech online.
How to Start a Company	Got a great idea? Setting up something on the side with a couple coworkers? Great! Now what? Should you sign something about who has ownership? What exactly is an LLC or an EIN? What about that guy who dropped out early on? Does your web app need terms of service... or a user privacy agreement? This session explores the legal nuts and bolts of how to go into business - how and why to establish a business entity, what you should agree on now to avoid litigation later, and how to make sure that success isn't the worst thing that ever happened to you.	Beginner	Cool Stuff	Benjamin Winkler	abwinkler999	Benjamin Winkler is a lawyer and developer in Columbus. He has been an attorney for eight years, most recently as principal in Winkler Law Ltd, a practice devoted to technology professionals. After spending his formative years running a MUD written in patchy, undocumented C, he is happy to be working on a Rails team instead.
Communicating with a Fist-full of Wire	This isn't a talk about specific computer hardware. This is a talk about the fundamental concepts that let us move information. What's required? What are the problems to be solved? What goes into being able to transmit even a single bit? Let's explore the core concepts that allow computers to move information and what barriers there are to that movement. The journey of a GIF image across copper is long, but it starts with a single bit.	Beginner	Hardware (Raspberry Pi, Arduino, etc)	John Van Enk	sw17ch	John is a Maker with Atomic Object who works with software for embedded devices. He has worked with a variety of different embedded software platforms including safety-critical avionics computers, automotive electronics devices, and support hardware for energy infrastructure.
Building Killer Single-Page Apps with Durandal and ASP.NET Web API	JavaScript has come into its own as a language for building large, rich applications. Browser improvements have made it lightning-fast and a healthy ecosystem of libraries has risen up around it. Still, building Single-Page applications on your own can be a daunting task. That's where Durandal comes in. It leverages existing libraries like Knockout and RequireJS for data-binding and dependency management, and layers on additional features needed by real-world applications like compositional UI. Come see how Durandal can help you create web applications using state-of-the-art practices and tooling.	Intermediate	Windows / .NET	Brian Sullivan	bmsullivan	Brian Sullivan is a senior consultant for Improving Enterprises in Dallas. He got his start in programming maintaining legacy mainframe applications in COBOL at a large trucking company, but quickly realized he needed to find a more productive environment in order to stay sane. He jumped at the opportunity to help transition some of those COBOL applications to .NET, and he hasn't looked back since. He has been working with Microsoft technologies for about 7 years, and is interested in increasing the exposure of agile techniques and methodologies in the Microsoft developer community. Brian is recipient of the Microsoft MVP award in ASP.NET and a graduate of Harding University.
Welcome to the world of Sound	Overtone is an open source audio environment designed to explore new musical ideas (powered by the supercollider). Overtone turns programmers in musicians, crafting their music through code. We also have some machines who try to match the humans in composing music through Overtone. In this session we will cover how to use Overtone, the more advanced features, building our own instruments and using them to build music. While also looking at some algorithms used by AIs to compose music. Welcome to the world of Sound.	Beginner	Cool Stuff	Joseph Wilk	josephwilk	Engineer at SoundCloud helping shape the future of sound on the internet. I lead the charge of Clojure adoption at SoundCloud.
I Only Want to Write My App Once: Using Xamarin to Build Multi-Platform Mobile Apps	OK, you have decided to write your first mobile application. First question, which platform are you going to target? This is a question that pops up in every developer's head when they decide to enter the mobile space and with that space being as divided as it is, the answer is never clear-cut. Once you make that decision you potentially have cut off access to other marketplaces. In this talk, I will show you how you can create one application that deploys across the three major mobile platforms - iOS, Android, and Windows Phone. To do this we will turn to Xamarin. Xamarin allows you to create a .NET backend for use with Windows Phone, iOS, and Android front ends. We'll discuss the strengths and weaknesses of this tool. When I'm done, you'll know how to create a fully featured, standards-compliant, store-accepted app without the headache of maintaining three redundant codebases.	Beginner	Mobile (Android, iOS, Windows Mobile, etc)	Jerrel Blankenship	thejerrel	Jerrel is a software craftsman specializing in Microsoft technologies. He's developed .NET projects spanning from traditional desktop to web and mobile apps. He's a big proponent of agile development and spends his time working with and teaching developers who want to learn to build software more effectively. He's literally written the book about agile .NET development (Pro Agile .NET Development with SCRUM, Apress, 2011). When he's not being a developer he invests his time and energy into his family, fishing, chess, Cleveland sports teams and gaming. You can read Jerrel's ramblings at www.jerrelblankenship.com.
Beyond CSS and Color Wheels: Applied UX Design	Design is much broader and more powerful than CSS, Color theory, and grid systems. All that stuff is important, but let's discuss and apply design in the broader sense to up level your next project. This talk will outline some hands on approaches and design techniques or strategies that you can use on your next development project to make better products. Building real products involves an ongoing series of design compromises. How do you make the most of all of these choices? There is no ideal process or magic bullet for integrating design or creating amazing user experiences. However, understanding and applying UX Axioms will allow you to adapt to the situation at hand and build products that resonate with and delight your end-users.	Beginner	Design/UX	Erik Dahl	eadahl	Erik is the Creative Director and Principal at Involution Studios, Columbus, a design studio and technology research lab. He founded and organizes the MidwestUX Conference, leads the local Columbus IxDA (Interaction Design Association), and enjoys taking pictures of people in their side view mirrors. His work often explores the principles of transparency, empowerment, and cultural connections between people and technology.
The Future of C#	See the future now! For the past several years, the C# team has been focused on rebuilding the compilers and editing experiences as part of Project Roslyn. This effort has paved the way for C# to continue evolving for many years to come. However, what does that future actually look like? In this action-packed session with C# team members, we'll gaze into our crystal ball and get a glimpse of potential new C# language features, take a ride through the future C# editing experience, and explore the power of the Roslyn APIs to interact with C# source code. This is a session that you won't want to miss!	Intermediate	Languages	Dustin Campbell	dcampbell	Dustin Campbell is a senior program manager on the Visual Studio team, where he works on the C# and Visual Basic editing experiences. For the past several years he has been a key player in the design and implementation of Project CodeName Roslyn, the future of C# and Visual Basic. A regular speaker, Dustin is a noted authority in many advanced technical areas and dives deep "under the hood" of any technology that he works with. Dustin is a programming language nut. His favorite color is blue.
Test All The (CSS) Things! Making CSS testing less painful and more reliable	Visually testing user interfaces can be a serious pain. Issues are difficult to pin down due to browser rendering quirkiness. Most of us rely on manual testing to ensure that our pages look the way they should; this is time-consuming, fraught with human error, and not always the most reliable (or reliably reproducible) form of testing. We can do better! From automated code validation and style guide adherence checking to CSS verification tests, we'll discuss the most successful tools to help you get to production with fewer bugs and more consistency.	Intermediate	Design/UX	Tina Bell Vance	tinabellvance	Tina Bell Vance is a senior web producer at American Greetings Interactive, where she specializes in front-end development and user interface design. Prior to this, she was a web designer, an instructional designer and a web accessibility specialist. Tina has over 15 years of experience in web development and holds a Masters of Fine Arts degree in Digital Art and a Bachelors of Science degree in Journalism from Bowling Green State University. Her favorite marsupial is the wombat, her favorite North American land mammal is the nine-banded armadillo.
Devs who grok testing: Why I love working with them, and how they mitigate risk	We hear a lot (especially in the testing community) about how there are so many programmers who barely understand testing. But some of us testers have had the good fortune to work with developers who value testing and enjoy testing activities. We testers love working with devs who "get" testing. In this session, we'll look at how the techniques test-obsessed developers use mitigate business risk. We'll explore ways testers and coders can collaborate better and spread around the testing joy. This will be a participatory session, hopefully generating some new techniques for managing risk through a whole-team approach to testing.	Intermediate	Testing	Lisa Crispin	lisacrispin	Lisa Crispin is the co-author, with Janet Gregory, of Agile Testing: A Practical Guide for Testers and Agile Teams (Addison-Wesley, 2009), and the upcoming More Agile Testing, co-author with Tip House of Extreme Testing (Addison-Wesley, 2012), and a contributor to Experiences of Test Automation by Dorothy Graham and Mark Feather (Addison-Wesley, 2011) and Beautiful Testing (O'Reilly, 2009). Lisa works as a tester on the Pivotal Tracker team in Denver. She enjoys sharing her experiences via writing, presenting, teaching and participating in agile testing communities around the world. For more about Lisa's work, visit www.lisacrispin.com. @lisacrispin on Twitter.
Testing Web Services	This session will cover various tools, frameworks and techniques for testing Web Services. We will take SOAPUI, JMeter and REST-assured for a spin, and discuss how they may suit for smoke testing, load testing, performance testing, acceptance testing, probing and mocking Web Services. Examples will include SOAP and RESTful Web Services using XML and JSON. Some general tips will be provided on Web Service development. There will be some code examples in Java, but the session should benefit anyone struggling with Web Service testing.	Intermediate	Testing	Stan Jónsson	sjonsson	Stan has been developing software for over 15 years, both in the United States and Iceland. He has written and consumed more Web Services than he cares to admit and has tried to be a good boy and test his code. He works as a senior consultant at Quick Solutions, Inc (QSI). He has worn many hats during his career; as a programmer, technical lead, agile coach, and manager. He was one of the founders and president of Agilentid, the main Agile user group in Iceland. He is the proud father of 3 kids, a hobby magician and an avid cyclist. His signature celebratory move when completing a bike race is to sit on a keyboard. You can follow him on www.sjonsson.com and @sjonsson.
The Birth and Death of Javascript	This talk traces JavaScript's impact on software development tools over forty years, from 1995 until 2035. Although the language is mostly dead today, it drove the largest transformation of mainstream development tools since the creation of Unix 65 years ago. We'll examine some key moments in JavaScript's history: its accidental rise to popularity; asm.js, allowing arbitrary software to run at native speed in browsers; the language ecosystem that grew up around asm.js, displacing JavaScript itself; the replacement of traditional Unix terminals, shells, and editors with new, higher-level equivalents running against the DOM; and finally, the inversion of the browser-OS relationship, still ongoing. This story is told by someone who was a fervent JavaScript detractor during its rise. It was easy to see the language's numerous and glaring shortcomings, but miss the path ahead.	Advanced	JavaScript	Gary Bernhardt	garybernhardt	Gary Bernhardt is a creator and destroyer of software compelled to understand both sides of heated software debates: Vim and Emacs; Python and Ruby; Git and Mercurial. He runs Destroy All Software, which publishes advanced screencasts for serious developers covering Unix, Ruby, OO design, and TDD.
Building URL-Driven Web Apps with JavaScript	Developers have begun to notice that, using JavaScript, they can build fast, sophisticated UIs that users love. But they have also noticed that taking more and more JavaScript on top of the traditional architecture of server-rendered HTML has led to unwieldy code that is hard to reason about and extend. There is a better way, and it's been sitting under our noses all along. If we begin to think about our web applications as just consumers of an API, like how we build our native and mobile clients, we can achieve better separation of concerns, fewer lines of code, and UIs that we could only previously have dreamt about. At the same time, we have to make sure that these 100% JavaScript apps don't break the key feature of the web: the URL. Users rely on the URL to bookmark, share and collaborate, but many JavaScript frameworks treat it like an afterthought. In this talk, we'll examine the core architecture needed to build JavaScript applications that don't feel busted, then discuss the specific implementation of those details in Ember.js.	Intermediate	JavaScript	Tom Dale	tomdale	Tom helped write Ember.js and is on the core team, and was previously on the SpoutCore team. He's a former Apple software engineer who gained expert front-end JavaScript skills while working on the MobileMe and iCloud web applications.
Single-Page App Architecture	In this talk, we will survey the landscape of techniques for building single-page web applications, for fun, profit, and most importantly, perceived performance. Compared to a traditional site with page refreshes for navigation and actions, single-page apps introduce complexity around state management, client-server synchronization and memory usage, and often increase initial page load time. Learn how to minimize the spinner and make your site feel responsive and continuous. Instead of focusing on a particular server or client-side framework, we will lay out pros and cons of strategies for serving assets, passing data, shared templating and code, caching and managing dependencies, referencing tools that can help along the way. You will leave this session knowing how to evaluate the different approaches and decide what is right for your project.	Intermediate	JavaScript	Aidan Feldman	aidanfeldman	Aidan Feldman works on Education Tools at GitHub. He was most recently doing full-stack programming at Artsy and previously at Jux, as well as teaching up-and-coming coders at General Assembly and NYU. When not cranking out open source projects or mustachying the internet, Aidan can be found performing with various modern dance companies around NYC.
OO: You're Doing It Completely Wrong	Chances are, most of us are primarily writing in Object Oriented languages. But how many of us are truly doing Object Oriented Programming (OOP)? Objects are a powerful abstraction, but when all we do is write procedural code wrapped in classes we're not realizing their benefits. That's the tricky thing about OO, it's easy to have Objects but still not be doing good OOP. This has led to a plethora of principles and patterns and laws, which are very valuable, but also easy to misunderstand and misapply. In this talk we'll go back to the foundations of Objects, and take a careful look at some of the more useful OO principles. We'll see how many modern frameworks force us into bad OO, but why occasionally that tradeoff is worth it. When we're done, we'll have a more nuanced understanding of what good OO is, what it can do for us, and when we should use it.	Intermediate	Languages	Kevin Berridge	kberridge	Kevin Berridge is passionate about techniques and principles for building great software regardless of language or platform. For the past 10 years, he's been working on applying OO in an enterprise software environment at Pointe Blank Solutions where he is in charge of Software Engineering. He runs the Burning River Developers meetup in Cleveland, and has presented at CodeMash. When not hacking, he's probably playing jazz trombone or running.
Rust for SLANGUAGE-ists	Rust is a new programming language from Mozilla. I think it's super rad, but I basically program in Ruby all day. Bummer, right? Not! That's not right! Just because I use one language for work doesn't mean I need to forsake all others. In fact, it's often good to check out what other languages have to offer. It even might help you write better code in your usual language. This talk will introduce you to Rust, and show you the three things that make it awesome: concurrency, safety, and speed. We'll compare Rust's approach with other languages, and see what lessons we can take home.	Intermediate	Other	Steve Klabnik	steveklabnik	Rails committer, Jumpstart Lab instructor, Rust documentor.
UX Antipatterns: Hidden User Traps in Sites and Apps	Let's face it, as designers we've all been guilty of carelessly adopting popular usability and design conventions from time to time. Usually, we get the benefit of someone else's thoughtfulness and research - no effort required. Unfortunately, popular solutions to user interface problems are sometimes actually counterproductive. In this session, Michael Boeke will be discussing user experience antipatterns - design conventions that appear to be good solutions at first, but actually end up hampering usability. We'll look at a number of real life antipatterns collected from around the web, and explore some better approaches. Hopefully, we'll all walk out with a few new items in our design toolkit, and an increased awareness (and wariness) of design conventions.	Intermediate	Design/UX	Michael Boeke	mboeke	Michael Boeke is a designer, product guy, and startup veteran, who currently designs and produces software at online payments company Braintree. He focuses on applying design thinking and modern technology to shake-up traditional (read: boring) industries. Prior to Braintree, Michael launched the first web-based CRM and accounting platforms for hedge funds at Backstop. He also designed the CarePages social support platform, which millions have used to follow and support hospitalized loved ones, and is now part of the Everyday Health Network. Michael lives, works, and runs countless miles in the wonderful city of Chicago. He writes about product design and startup life on his blog, and presents on design and online payments at meetups and conferences across the country.

Create a Web Site w/ Laravel in Under an Hour	The Laravel framework has quickly mobilized a large and active following. It has invigorated the PHP community by doing so many things right. With a shallow learning curve and its ability to simply get out of the way, it allows developers to focus on functionality and business requirements rather than having to worry about setup and basic application infrastructure. In this session I will showcase the features of the Laravel framework by building a web site from scratch in real-time, complete with registration, mail notifications, a MySQL backend, and Redis for caching. Along the way, the audience will discover the elegance of convention over configuration, dependency management, inversion of control, and all the other goodness Laravel provides.	Intermediate	Cool Stuff	Dirk Merkel		I have experience architecting solutions and managing the software development process in large and small organizations. My focus is on Open Source and often web-centric technologies, including Java, PHP, Perl, Ruby, MySQL, Apache, etc. I have written articles for a variety of journals and magazines; as well as, a book on Expert PHP Tools. I am the CTO for Vivantech, a development company focusing on the higher-ed market.
Introduction to Hadoop	Big data is a rapidly growing trend, and Hadoop is arguably the foremost implementation of this technology. And for good reason, it has opened possibilities that were previously impossible or impractical with other architectures (for example, Hadoop holds the record for world's fastest large data sorter, clocking in at 1.42TB/min this year). With the volume of data rapidly growing, many have been forced to rethink their approach. Several major organizations have Hadoop clusters running, including Amazon, eBay, Facebook, the NSA, and Yahoo, to name a few. This session introduces solving problems with map-reduce, using the Hadoop API, the function of the core components of Hadoop, how other components of the ecosystem relate to each other, and how to test your jobs. At the end of this session, attendees will understand the basics of how Hadoop works, what the components of Hadoop ecosystem are, and be able to write, test and run their first job.	Beginner	Java	Keegan Witt	keeganwitt	Keegan is developer with over four years of experience in batch processing. He mostly develops in Java and Groovy (but also a few others), contributing in open source in his free time. His open source involvement includes contributions to the Hadoop project. He currently works at OCLC where he has worked with Hadoop in production for over a year, after developing backend SOA services for three years.
Embedding JavaScript in .NET	Having a scripting engine embedded in an application can make them so much more expressive and valuable. In .NET, there several choices for scripting languages: C#, Visual Basic, Python, PowerShell, etc. But what about JavaScript? Why is the dominant language on the Internet missing from the lineup? In this session, we'll address that question by implementing a JavaScript rules engine within a .NET application using two very different approaches. After attending this session, you will understand the security implications, the benefits of integration and the performance costs of each approach. Moreover, you will be ready to decide whether an embedded JavaScript engine makes sense for your own .NET applications.	Intermediate	Windows / .NET	Kevin Hazzard	kevinhazzard	Kevin Hazzard is a consultant, author and Microsoft Visual C# MVP from Richmond, Virginia. He serves as a Director at CapTech Consulting, a technology consulting firm of 450+ where he designs and implements mobile applications and databases for Fortune 500 clients. Kevin is an author of Metaprogramming .NET, a book that concerns the value and practice of adaptable software design. He spends his free time organizing user groups & technical conferences and serving on his local School Board to improve public education.
Navigating the Open Source Legal Waters	Open source tools. We all use them. Whether it's an entire toolkit, a framework that meets some specific needs, or a simple custom control from NuGet, CodePlex, or CodeProject, it is hard to ignore the opportunity to improve our rate of development while learning new things from open source projects. But what does "open source" truly mean? Especially when working in a professional or corporate environment, what are our rights and limitations as open source consumers to use, modify, and redistribute these tools. Often that depends upon the authors' own decisions regarding project licensing. In this one-hour session, we will review a few of the core principals of open-source development and consumption, comparing and contrasting some of the more popular licenses in use today. We will then discuss both how to use the open source works of others and also how to properly license your own.	Beginner	Cool Stuff	Jeff Strauss	jeffreystrauss	Jeff Strauss is a developer, analyst, and attorney, but first and foremost, a consultant. Jeff entered the software industry after having practiced law with a private firm in St. Louis for several years. Although he enjoyed the counseling aspect of his original career, his lifelong passion for technology drew him back into the fold, where he has been happy ever since. Using his combined business background and technology experience, Jeff's primary focus is on consumer product development, pursuing his passion for working with technology start-ups and small businesses. Jeff also is honored to serve on the board of directors of the St. Louis Days of .NET developer conference and the St. Louis .NET User Group.
Trending toward Next-Gen Application Performance through Lifecycle Monitoring	The longer we put off testing, the more likely it is that we face unpleasant surprises when we can least afford them, especially when it is critical to deliver a well-performing application, on-time, the first time. Scott Barber shares his latest work on how teams, particularly agile teams, dramatically reduce the likelihood of unpleasant, late-stage performance surprises while concurrently reducing the time and effort needed to resolve unpleasant performance surprises when they do crop up by embracing a lifecycle monitoring mentality. He presents this mentality within an easy to understand and implement framework suitable for use either "as-is" or as a sound foundation upon which to develop your own, custom framework for delivering well performing applications. Best of all, this framework integrates seamlessly into what you do today with literally a few minutes of work to begin implementing, and even fewer minutes of effort to maintain and benefit. If delivering next-generation performance, faster, cheaper, easier, and more reliably than you can today intrigues you, this talk is for you.	Intermediate	Testing	Scott Barber	sbarber	Scott Barber is a well-respected leader in the advancement of software testing practices, industry activist and load testing celebrity of sorts. He is best known as one of the most energetic and entertaining speakers in the industry as well as a prolific author of several books including "Performance Testing Guidance for Web Applications," "Beautiful Testing," "How to Reduce the Cost of Testing," and "Web Load Testing for Dummies" as well as the author of over 100 articles on his blog. "Peak Performance." Scott is Co-Founder and serves as Chief Technologist, President and CEO of PerfTestPlus, offering consulting, training services and resources to bring software testing expertise to organizations seeking to push their testing beyond "state-of-the-practice" to "state-of-the-art." He is also Chief Evangelist - Performance Products for SmartBear Software, provider of software quality tools used by more than one million developers and testers worldwide. Scott co-founded the Workshop on Performance and Reliability (WOPR), served as a Director of both the Association for Software Testing (AST) and Computer Measurement Group (CMG), is a member of Association for Computing Machinery (ACM), IEEE, American Mensa, the Context-Driven School of Software Testing, and is a signatory to the Manifesto for Agile Software Development. He is a Founding Member of International Society for Software Testing (ISST). His writing, speaking, consulting, training and industry activism all focus on improving the effectiveness and business alignment of software development practices. He is scheduled to speak at several upcoming events including Agile Prague (September 12-18), STARWest (September 30 - October 4), Qnute (October 14-15) in Sydney, Australia, Targeting Quality (October 17-18) in Waterloo, ON and Ordev (November 4-8) in Malmo, Sweden.
D3.js as client-side web framework	Today, more and more of the work of generating a web page is happening on the client side. Web developers are creating in-browser templates and frameworks to help build these pages. Most of them look a lot like the server-side systems of old - HTML sprinkled with "place content here". But what if there was a better way? D3 was created for data visualization - usually by creating SVG elements in the browser. The way it achieves this is by transforming data into a DOM. It has a declarative style that reduces the mental load on the programmer. By tying the data directly to its representation it enables transitions with little or no extra logic. HTML is not the goal of our template systems - the goal is a browser "document". When our code lived on the server, HTML was the natural intermediate representation. But now that we are writing our software to run in the browser itself, we no longer need this middle-man. In my talk I plan to explore client-side, data-driven page creation without templates by applying D3. I think this approach has great prospects for enabling more expressive client-side web development.	Intermediate	JavaScript	Neal Lindsay	neal	I have been developing for the web for "a while now". My first web application used a hidden iframe because XMLHttpRequest was not widely supported yet. JavaScript is one of my favorite languages, but I prefer CoffeeScript. I have spoken at the Columbus Ruby Brigade about web vulnerabilities and the Columbus JavaScript user group about Modernizr. I hosted Vim-Columbus for a year and a half. I also attended Toastmasters long enough to take some of the edge off my stage fright. I am currently employed by CallCopy working on a call center analytics app written in Rails.
Google Glass on Node.js	Google Glass is already in the hands (or on the faces) of 10,000 early adopters. And according to Forrester 12% of Americans would buy Google Glass if it were available in stores. That's more than 21 million potential users on the horizon. With Node.js still picking up steam as a Developer favorite and Google Glass being slated for release in 2014 pairing these two trend-setting technologies together makes a lot of sense. In this session we'll walk through setting up a Google application with Mirror API access, cloning a demo project, configuring it, testing it, and finally deploying it to Heroku to share with the whole world... of early Glass adopters.	Intermediate	JavaScript	Toby Miller	tobius	As a distinguished member of the Resource Innovation Lab, Toby is devoted to the creation of new technologies and applications. He develops forward-leaning solutions, and serves as an excellent teacher and mentor to others. Always on the cutting-edge, he's driven by insightful and creative ideas, and his enthusiasm for innovation inspires everyone around him. A touch off the beaten path, he discourages the limiting effects of boundaries because he knows, when given free reign, you can come up with genius ideas. Toby's success comes from his vast experience in the industry, including over a decade with Resource. His experience is hard to match... as is his passion for technology.
A humbling experience through web accessibility	"We are sending him on a treasure hunt." Said Bob, our product analyst, after our accessibility test. "The more cues we can give upfront, the more successful he can navigate around the interface." Visually impaired/legally blind folks navigate software in ways most of us, developers, are oblivious to. As a software engineer, watching an accessibility test can humble you pretty quickly. In this session, we will discuss our humbling experience with accessibility at OCLC while working on WorldCat.org and WorldCat for local institutions. We will explore accessibility automation tools and screen readers, discuss best practices to achieve better usability, and uncover accessibility myths and misconceptions. We will also share insight into baking accessibility in the development workflow. Last but not least, developing empathy can only happen when you're in someone's shoes (experiencing something first/second hand). So, we will work through live demos of accessible/inaccessible apps.	Intermediate	Design/UX	Hany Elemery	hanyelemery	Hany Elemery is a software engineer/technical team lead at OCLC in Columbus Ohio, currently working on the next generation of mobile/web apps for WorldCat.org and WorldCat for local institutions. Hany has been blessed by a diverse experience from working in multiple companies (small software shops to large corporations) and seeing different releasable software strategies. He has clear focus and passion for mobile/web UI design, interactions, usability and accessibility. When there is time, he enjoys playing his acoustic guitar, Anna Maria.
Android 4.3 and Bluetooth SMART: The Sensor Games	Looking for an edge in your post-apocalyptic death-match for food? Until recently, iOS users could make easy use of cheap and versatile sensors that were denied to those of us from District Android... but 4.3 changes that. Proximity, humidity, temperature, motion, heart rate sensors and more are easy to use, without destroying your precious battery. Come to this session to learn to use Android to communicate with Bluetooth SMART devices... and avoid becoming another casualty.	Intermediate	Mobile (Android, iOS, Windows Mobile, etc)	Ben Von Handorf	benvonhandorf	Ben Von Handorf has been lucky enough to make a living as a software developer since 1997. A few years ago he was bitten by the mobile bug and now spends his time developing Android solutions for lots of different problems. Follow him on twitter @benvonhandorf or his blog at http://www.benvonhandorf.com
The Right Amount Of Planning	With agile projects, finding the balance of planning can be a difficult balance. Plan too much, and when things change (and they will) your time was wasted. However, if you plan too little, you may end up going off in the wrong direction. In this session, we will discuss what the right amount of planning is to get you started, but how to avoid doing so much that you are wasting your time.	Beginner	Development Methodologies	Jonathan Mills	jonathanmills	Jonathan is the Practice Director at AdventureTech in Overland Park. Jon has more than 16 years of software development experience as well as 10 years in management. Jon has lead and built agile teams in a wide range of environments from small start-ups to large scale financial institutions. At AdventureTech, Jon is responsible for building and managing our outsource development practice.
Make an Event of It!	The surge in asynchronous programming has brought event-driven patterns to the forefront. But even if you aren't re-writing your app in Node.js, evented patterns can improve your application. This talk demonstrates concrete examples of how events can benefit the various layers of your application. We'll see how events can pitch in the fight against fat controllers (and fat models too!) We'll apply eventing to simplify testing and decouple our app from external dependencies. We'll even see how eventing can help shape our data to provide flexibility and auditability. Most client-side JavaScript interacts with the DOM, which is a wonderful abstraction that lets us interact with the browser.	Beginner	Ruby / Rails	Jason Clark	jasonclark	I fell in love with programming as a young boy watching my dad work in Clipper and dBase III (no, really). The obsession sparked there continues to this day. My current language crushes are Ruby and Haskell, and I work for New Relic on the Ruby Agent. When not at work, I enjoy experimenting with programming languages, cycling, homebrewing, and hanging out with my family.
The DOM is not your application	Unfortunately, a lot of that DOM interaction is strewn across the JavaScript code any old place it happens to fall, making the code hard to understand and hard to update. The DOM is actually a third party dependency, and should be treated like one. By interacting with the DOM via a wrapper in your own code, you make your code easier to read, test, and update. We'll look at an example of refactoring code from standard JavaScript/Query with DOM references everywhere, to an approach where the DOM references are isolated. At the end of this talk, you'll see how isolating the DOM leads to better client-side code.	Intermediate	JavaScript	Noel Rappin	noelrap	Noel Rappin is a Senior Developer and Table XI's Agile Coach. Noel has authored five technical books, including "Rails Test Prescriptions" and "Master Space and Time With JavaScript."
An Honest Look at Independence	It's rare to have a true employer these days - instead developers race to project deadlines, after which their future is up in the air. A growing number of developers are steering themselves into careers of independent consulting and software development. In an hour session, we will explore my story of independence - the glorious benefits of the freedom and the terrifying responsibility that is all a part of running your own life. In particular, we'll see how being independent has almost nothing to do with my work and career and everything to do with my attitude and choices. This talk will include: A close look at the financial impact of becoming my own boss; The psychological ups and downs of running my own life; The difficult (and sometimes morose) choices I've been forced to make; Discussion of the legal responsibilities I took on when starting my business; How I get to spend a typical day at the "office". Going independent isn't a panacea to your career woes, it's a compromise like everything else. It is a wonderful lifestyle, provided you understand what you're getting into.	Beginner	Other	Jim Christopher	beefarino	Jim Christopher has over 18 years of professional experience developing software in the aerospace, education, and gaming industries. Since 2010 he has run Code Davis LLC, a company in Charlotte NC focused on IT tooling and automation technologies and publishers of SeeShell, a PowerShell module for data visualization. Jim is also responsible for the open-source project StudioShell, bringing the joy of PowerShell automation to Visual Studio. Jim is a three-time PowerShell MVP and avid speaker.
SOLID JavaScript In A Wobbly World (wide web)	Robert ("Uncle Bob") Martin compiled a handful of principles in to a convenient acronym back in the 90's. These principles, the Single Responsibility, SNORE, COUGH, wiping drool from chin"... Huh? What? SNOOZFEST, Right? Why should you care about some ancient set of principles from static languages and arcane compilers when you're building JavaScript? You've got Backbone, Ember and Angular as your safety net, right? Yeah. Right. That's like driving in to your local auto mechanic shop and telling them you just need to borrow their tools for a bit so you can re-engineer your car. Good luck with that. You want to write clean, maintainable code. You want your Backbone, Ember and Angular apps to be the stuff of legend. You want to brag about how you restructured 3 screens of heavy business logic in 15 minutes instead of 3 days like you thought it would take. You want to write code from principles and rock-SOLID foundations, from which you can expand and grow as a developer. Come learn about one set of principles that will get down that path, see why they are not what you think they are, and learn how they apply them to JavaScript.	Intermediate	JavaScript	Derick Bailey	derickbailey	Derick Bailey is a problem solver (and creator?), software developer, screencaster, writer, blogger, speaker and technology leader in central Texas (north of Austin). He works as a Developer Advocate for Kendo UI, has been a professional software developer since the late 90's, and has been writing code since the late 80's.
Performance In a Responsive World	Responsive web design has changed not only the way we build the web but the way we think about the web. One of the prevailing criticisms of responsive design has been degraded performance. Understandably so. It seems that all our shiny new media queries have caused us to lose sight of some basics. The good news is that most of the best practices for building fast sites have not changed. By going back to the basics (plus a few new tricks), we can make responsive sites fast for all devices. We'll cover a refresher of the basics and how they can be applied while using responsive techniques, and we'll take a look at new tools that can make the job easier.	Intermediate	Design (HTML, CSS, etc)	Rob Harr	robertharr	Technical Director for Sparkbox, Rob is responsible for operations and leading the development team. On any given day, Rob meets with prospective clients, writes code, or continues to lead the charge in improving development process. Sparkbox has become known as a leader in responsive web design and custom software solutions.
How we built a Cloud Platform at Riot Games using NetflixOSS	The Netflix OSS Cloud stack is clearly a great set of components for building a cloud infrastructure and platform - if you are Netflix. But how does that architecture work for other businesses? Learn how at Riot we leveraged the NetflixOSS Cloud tools and platform components to create a complete infrastructure in AWS for hosting our global game platform. Maybe it can work for you too. This session will describe the specific tools and services from the NetflixOSS stack that we used, our adaptations and extensions, and how we put them together with a nifty Java library stack to form a cohesive platform. On the Java development side, we adopted Dropwizard, added in some of the NetflixOSS libraries plus some of our own magic sauce to create a simple framework for quick development of robust, cloud-ready Java services. We adopted Aminer's pre-baked image model, but extended baking to use Chef Solo to leverage our existing cookbook library. And instead of using Chef at launch for bootstrapping and configuration, we use Eureka for service discovery and an built an Archaius service for dynamic configuration. We use Asgard as our general cloud portal, but have extended it with user authorization to fit our engineering environment. And, we use Edda and the Simian Army for security and conformance auditing, as well as routine cleanup tasks.	Intermediate	Java	Carl Quinn	cquinn	Carl Quinn has been developing software professionally for 34 years, starting with BASIC on an Apple II, slugging through C/C++ on infrastructure and embedded, and finally landing in the Java-on-Linux world. The one thread through his career has been an inexplicable attraction to developer tools, spending time building them at Borland (C++ & Java IDEs), Sun (Java RAD), Google (Java & C++ build system), Netflix (Java build and cloud deployment automation) and most recently at Riot Games (Cloud Architect). Carl also co-hosts the Java Posse podcast, the #1 ranked Java technology podcast.

Practical Machine Learning – Recommender Engine and Anomaly Detection	Machine learning is often perceived to be a daunting topic, when in fact its concepts are fairly intuitive and easy to use. This session will introduce nuML machine learning library basics, and will thus address the clustering issue in .NET applications by focusing on the practical real-world applications of recommendation engines and anomaly detection. At the conclusion of this session, attendees will be able to immediately use their unlabeled data to create powerful models for predicting the future based on the past.	Beginner	Windows / .NET	Seth Juarez	sethjuarez	Seth Juarez holds a Master's Degree in Computer Science where his field of research was Artificial Intelligence, specifically in the realm of Machine Learning. Seth is the Analytics Program Manager for DevExpress where he specializes in products dealing with data analysis, shaping, and presentation. When he is not working in that area, Seth devotes his time to an open source Machine Learning Library, specifically for .NET, intended to simplify the use of popular machine learning models, as well as complex statistics and linear algebra.
Math for .NET Developers – Making Data that Looks Real	This session is aimed at introducing linear algebra and statistics to a math-wary developer by solving the problem of creating real world looking data using the nuML Machine Learning Library. It is often difficult to exercise our software with the amount of data necessary for deriving useful conclusions. In this session, attendees will learn how to use the power of linear algebra and statistics to generate an infinite amount of real world data, which can be used for both UI and Load Testing.	Intermediate	Windows / .NET	Seth Juarez	sethjuarez	Seth Juarez holds a Master's Degree in Computer Science where his field of research was Artificial Intelligence, specifically in the realm of Machine Learning. Seth is the Analytics Program Manager for DevExpress where he specializes in products dealing with data analysis, shaping, and presentation. When he is not working in that area, Seth devotes his time to an open source Machine Learning Library, specifically for .NET, intended to simplify the use of popular machine learning models, as well as complex statistics and linear algebra.
Using MonoGame to Develop Games for All (or Nearly All) Platforms	During this session, attendees will be provided an overview of the requirements for using MonoGame (and .NET) to build a simple game and have it run on many platforms nearly 100% the same code base. Demonstrations of this will be provided against both Mac and Windows platforms (including a Microsoft Surface and an iPad). We will discuss benefits and limitations of this approach, best practices for getting started on the right track, and will leave attendees with information on additional resources for putting these concepts into practice with their own applications. Most importantly, we will walk through a real, functioning application written in C# and show how multiple build configurations can be used to target many platforms. Mac/iOS platforms will be targeted by MonoDevelop/Xamarin.iOS while Windows platforms will be targeted with Visual Studio 2012 using Windows 8 pro. The app demonstrated will not be a simple "Pong" clone and will be a full platformer with touch integration.	Intermediate	Cool Stuff	Kevin Grossnicklaus	kvgr0s	Over the past 15 years, Kevin Grossnicklaus has established himself as a go-to expert and a local and regional community leader for the software development industry. Prior to founding ArchitectNow in 2009, Kevin spent over a decade as the Chief Architect and Practice Leader for a large St. Louis IT firm. He also spent many years as an instructor at Washington University's Center for the Application of Information Technology (CAIT) where he taught continuing education courses on a wide array of development technologies. Since 2009, Kevin has been recognized annually as a Microsoft Most Valuable Professional (MVP). This prestigious award puts Kevin in the company of just over 4,000 technology professionals worldwide and recognizes his commitment to technology and working to further the understanding of software development within the region. Originally from the small town of Shelby in the plains of central Nebraska, Kevin moved to Missouri to attend the University of Missouri – Rolla (now called the Missouri School of Science and Technology). After moving to St. Louis and starting a family in 1998, Kevin has been heavily involved in the Midwest development community and has traveled the world as a consultant and a trainer. Kevin has also contributed to a number of books in the Microsoft .NET development space, most recently as a contributing-author of the popular Real World .NET, C#, and Silverlight: Indispensable Experiences from 15 MVPs. Outside of technology, Kevin has spent years playing his Telecaster in bands throughout the St. Louis area and, when not on stage, can be found traveling with his family or in a stream with a fly rod in his hands.
Startup Tips and Tricks: Getting a small IT shop off the ground	Are you a developer interested in becoming an independent consultant? Do you have a great software idea and have thought about starting your own software company? In this presentation Kevin will talk about his journey from the corporate world to being an independent consultant and through owning a small consulting firm. We will cover all aspects of business ownership from where to find the right technology and data to meet partners such as legal and accounting help. You may find it fascinating that a small company actually has the opportunity to have the same (if not better) IT infrastructure than most large enterprises for a fraction of the cost.	Beginner	Cool Stuff	Kevin Grossnicklaus	kvgr0s	Over the past 15 years, Kevin Grossnicklaus has established himself as a go-to expert and a local and regional community leader for the software development industry. Prior to founding ArchitectNow in 2009, Kevin spent over a decade as the Chief Architect and Practice Leader for a large St. Louis IT firm. He also spent many years as an instructor at Washington University's Center for the Application of Information Technology (CAIT) where he taught continuing education courses on a wide array of development technologies. Since 2009, Kevin has been recognized annually as a Microsoft Most Valuable Professional (MVP). This prestigious award puts Kevin in the company of just over 4,000 technology professionals worldwide and recognizes his commitment to technology and working to further the understanding of software development within the region. Originally from the small town of Shelby in the plains of central Nebraska, Kevin moved to Missouri to attend the University of Missouri – Rolla (now called the Missouri School of Science and Technology). After moving to St. Louis and starting a family in 1998, Kevin has been heavily involved in the Midwest development community and has traveled the world as a consultant and a trainer. Kevin has also contributed to a number of books in the Microsoft .NET development space, most recently as a contributing-author of the popular Real World .NET, C#, and Silverlight: Indispensable Experiences from 15 MVPs. Outside of technology, Kevin has spent years playing his Telecaster in bands throughout the St. Louis area and, when not on stage, can be found traveling with his family or in a stream with a fly rod in his hands.
Automating Windows Azure without Creating SkyNet	When dealing with systems that must be resilient, self-healing, and highly-available, you can't just flip switches to keep to keep the system online. That plan does not scale, and time would be better spent working on the next set of features. These systems require automation. In this session, we will cover how you can master automation for Windows Azure, including deployment, service provisioning, environment creation, troubleshooting, and more. Examples will include a variety of tools, including PowerShell, the Windows Azure CLI, and the Windows Azure Rest API. Most importantly, we will cover how to incorporate all of these intelligent scripts without inadvertently creating SkyNet.	Intermediate	Other	Mike Wood	mikewo	Michael Wood describes himself as a problem solving, outdoorsy, user group founding, dog-loving, blog writing, solution creating, event planning, married, technology speaking, father of one of your kid. When he's not living up to that title he's an avid reader, (horrible) violinist and gamer. Michael is one of the Founding Directors of the Cincinnati .NET User Group in the States as well as the founder of the Cincinnati Software Architecture Special Interest Group. He is also a Microsoft MVP in Windows Azure.
NSExpressions: Everything you wanted to know but didn't know to ask	This advanced talk is a deep dive into NSExpression class (which is part of the Foundation classes of Objective C on Mac OS and iOS). What they are, how you can use them, why you might want to. NSExpression objects are the building blocks of NSPredicates and can be a very useful set of tools.	Advanced	Mobile (Android, iOS, Windows Mobile, etc)	Joshua Smith	kognate	Josh Smith is a writer and consultant with Rubber City Wizards. They are a small consultancy focused on innovative mobile systems. He has 15 years of professional IT experience and has been a sysadmin (and still kinda is), programmer in various languages, consultant, employee and guy who makes sure the pop machine is full. He lives and works in Ohio with his wife and two children and tries to use his powers for good.
Rails with a Clojure twist	We've all seen what happens when simple rails applications powering startups grow into full featured web applications with millions of users. The features keep getting tacked on until it's nearly impossible to follow the code and ActiveRecord hacks make it almost impossible to upgrade. Over the course of 6 months myself and one other developer built a full featured web application written in Clojure. It was an extremely eye opening experience that showed me a lot of ways that I can improve those kinds of rails applications. In this talk I'll go over some of those techniques and show you how they can help in your applications as well.	Intermediate	Ruby / Rails	David Pick	davidpick	David is currently a software developer at Braintree Payments. Braintree helps businesses accept credit card payments online with great development tools and first class support. He currently works on the data engineering team, but has also spent time working on most all of the systems there. He previously worked with Steven Levitt (the author of Freakonomics) building startups as well as Groupm and Obtiva.
Modern Web Development Workflow backed by .NET	The client-side toolset is moving faster than the Visual Studio release cycle. While Visual Studio remains king of .NET development, modern web interfaces have shifted away from server generated HTML and into JavaScript frameworks like Angular or Ember. This talk focuses on breaking your web UI out of Visual Studio and making it a isolated, testable, first-class citizen like you would do for your Android or iOS applications. Learn how to create powerful, rich web interfaces using the right tools for the job while retaining server-side logic in the languages you know.	Intermediate	JavaScript	Jay Harris	jayharris	Jay is a code wrangler, software consultant, and president of Arana Software. He has been developing on the web since 1995, when the Blink tag lured him away from Visual Basic 3. With a career focus on user experience, Jay has a passion for practices that improve quality and user experience, such as performance optimization, unit testing, and proper grammar. Originally from Rochester, New York, he and his wife, Amy, have lived in Michigan since 2003. They like Michigan, but still consider themselves tourists, and probably always will.
Sneaking Scala through the Back Door	Is your organization committed to the power of the Java Platform but stuck in the Java language? Do you spend your time wishing you could use Scala at work, but don't see how you can get it approved? There are good reasons to push for it! Scala is a popular language with Java developers because of its expressiveness and lack of boilerplate code. It allows you to focus on the problem rather than the ceremony required by Java. Yet, businesses are often reluctant to move to Scala, citing concerns about availability of developers and risks of working in a new language. Learn strategies for bringing Scala into your organization, including using it in non-production code, integrating Scala into a Java application, and easing your fellow programmers into functional programming. See how to use Scala for new development while maintaining your investment in existing Java code. Hear stories of how other organizations have done this and succeeded. You'll leave knowing how you can move to Scala without raising your job or the success of your projects.	Beginner	Languages	Dianne Marsh	dmarsh	Dianne Marsh is the Director of Engineering for Cloud Tools at Netflix. Previously, Dianne was the co-founder and owner of SRT Solutions, in Ann Arbor, a custom software development firm. Her expertise in software programming and technology includes manufacturing, genomics decision support and real-time processing applications. Dianne started her professional career using C and has enjoyed using many languages, including C++, Java, and C# since then, and is currently having a lot of fun using Scala. Dianne is a member of the Women Presidents Organization (http://www.womenpresidents.org) and a board member of the Ann Arbor Hands on Museum. She is active with the local user groups, including hosting several. She earned her Master of Science degree in computer science from Michigan Technological University.
XCTest & Bots: CI with Xcode 5	Xcode 5 comes with new features for testing and automation. This session will explore the new XCTest Navigator, XCTest frameworks – the successor to OCHUnit – for unit testing your Objective-C code, and using OS X Server bots for continuous integration. First, we'll look at writing tests with XCTest. Then we'll cover setting up OS X Server to work with Xcode 5, configuring access to your repository, creating bots, and then monitoring your integrations.	Advanced	Mobile (Android, iOS, Windows Mobile, etc)	Kevin Munc	muncman	Kevin Munc (@muncman) has been coding professionally for 15 years, working in environments ranging from a Fortune 100 enterprise to a half-dozen employee start up. (That's what you do with a Philosophy degree, right?) Kevin has been developing apps for the App Store since early 2009 for clients in the insurance, financial services, retail, entertainment, fashion, medical, government and educational fields. Someday he hopes to be good at it.
More Cache for Less Cash	In this session we will introduce the new Windows Azure Cache Service. This is the next generation cache technology for Windows Azure to replace the current Shared Caching service. During this session we will cover the new scenarios that the service enables in Windows Azure and the features that differentiate it from the legacy cache service. We will also demo how to provision and manage the new service.	Beginner	Windows / .NET	Michael Collier	michaelcollier	Michael Collier serves as a Principal Cloud Architect for Aditi, a Microsoft NSI partner that focuses on cloud computing. He is honored to be one of the first Windows Azure MVPs awarded by Microsoft and is a 2012 Windows Azure MVP of the Year for his extraordinary community contributions. Michael has had a successful 12-year career at various consulting and technology firms where he was instrumental in leading and developing solutions for a wide range of clients. He has a vast amount of experience in helping companies determine the best strategy for adopting cloud computing, and providing the insight, and hands-on experience to ensure they're successful. Michael is also a respected technology community leader, and can often be found sharing his Windows Azure insights and experiences at regional and national conferences.
Windows Azure Mobile Services: The Perfect Partner	Building a robust, modern mobile application often requires a developer to not only focus on the front-end user experience, but also back-end services such as data storage, user authentication, and often push notification services. This is often the tedious, less enjoyable aspect of building an application for many mobile application developers. Windows Azure Mobile Services provides a scalable and easy-to-use "Backend-as-a-service" for mobile applications. In this session we'll use Windows Azure Mobile Services to power a new Windows 8 application. We'll see how in just a few minutes we can have a ready-to-go application and service that provides scalable data storage, user authentication, push notification support, and value-add services.	Beginner	Windows / .NET	Michael Collier	michaelcollier	Michael Collier serves as a Principal Cloud Architect for Aditi, a Microsoft NSI partner that focuses on cloud computing. He is honored to be one of the first Windows Azure MVPs awarded by Microsoft and is a 2012 Windows Azure MVP of the Year for his extraordinary community contributions. Michael has had a successful 12-year career at various consulting and technology firms where he was instrumental in leading and developing solutions for a wide range of clients. He has a vast amount of experience in helping companies determine the best strategy for adopting cloud computing, and providing the insight, and hands-on experience to ensure they're successful. Michael is also a respected technology community leader, and can often be found sharing his Windows Azure insights and experiences at regional and national conferences.
Democratizing Event-Processing at all Scales in all Languages	In today's world of connected cloud-centric applications with rich user experiences, the need for asynchronous and event programming is bigger than ever. No language is an exception to the rule. With the C# and Visual Basic language features added to .NET 4.5, an imperative approach to sequential composition and orchestration of asynchronous operations has been introduced. Come and learn how the Reactive Extensions (Rx) complement this feature set, adding the notion of multi-value asynchronous observable sequences with full-fledged LINQ support. With JavaScript, you will learn about how it works with the world of callbacks, events, and Promises. In this demo-intensive session, we will sketch out the asynchronous and event programming landscape, and dive into the unique role played by Rx. After explaining the design philosophy of Rx, rooted in the deep duality between enumerable and observable sequences, we will cover the rich set of query operators that enable complex event processing. And we'll show off examples of using Rx on each platform and for use cases from user interface with XAML or HTML, to server side complex event processing and asynchronous programming. Democratizing asynchronous and event processing starts today!	Intermediate	Languages	Matthew Podwysocki	mattpodwysocki	Matthew Podwysocki is a software developer and Rx Pusher at Microsoft. He currently works with the Reactive Extensions Developer team, focusing on all versions of the Reactive Extensions for .NET, C++, JavaScript, Python and Ruby. He is the primary author of the Reactive Extensions for JavaScript as well as other flavors such as RxPy. He is a fan of open source software as worked closely with MS Open Tech as he pushed the initiative to open source the Reactive Extensions, and helped host of JSConfLive podcast and RobotsWeekly videocast.
Demystify the Modern Identity Stack	Should I trust you? Who is this really? How do I know you are who you say you are? Identity is an Authentication conversation that needs to happen, and the tools and services available today make it easy to implement. From OAuth to ACS to Membership Providers the tools are available, but what should you use? Access Control Services provides a great way to leverage existing identity in the Cloud, integrating 3rd party identity with OAuth and the new Simple Membership Provider is fast and relatively easy to configure, but the choices you make need to be made in the right context. In this session we dive into the options available for working with identity, how they work, and what you need to know to be able to implement it in your solutions. From creating and configuring the services to putting them to work in your application we will explore the tools, the code and the tips for making it work the way it was meant to.	Intermediate	Development Methodologies	Mike Benkovich	mbenko	Mike Benkovich is a former Microsoft evangelist who has spent his career helping developers explore and apply new technologies to solving information challenges. His website www.benkotips.com provides developers with resources to get started and work with technologies including cloud, data and devices. Follow him on twitter @mbenko.
Web Security Audits: A Comprehensive Guide	Do you have an application out in the wild? The bad news is that it's being constantly bombarded by robots, script kiddies, and potentially even skilled attackers every day. How do you know you are doing the right things to keep your business and your customers safe? Follow along with Aaron Bedra as he breaks down the common components of a security audit and learn how you can do these things on your own to help give you the <i>edge over attackers and feel more confident in your applications.</i>	Intermediate	Other	Aaron Bedra	abedra	Aaron is the Application Security Lead at Braintree Payments. He is the co-author of Programming Clojure, 2nd Edition as well as a frequent contributor to the Clojure language. Aaron is the creator of Reputee, a reputation based intelligence and security tool for web applications.
Python Through the Back Door	At Netflix, developers figure out what tools and languages make sense for them to use to solve problems. At the same time, two years ago there was a huge amount of infrastructure support for Java (and other JVM-based languages), and none for Python. In this talk, I'll go over the motivations I had for having Python supported as a first-class language in the Netflix cloud environment, the process of driving that support, and the outcome two years later.	Beginner	Languages	Roy Rapoport	royrapoport	Roy Rapoport manages the Monitoring Engineering group at Netflix, responsible for building Netflix's internal cloud telemetry and alerting systems. Receiving and processing 500M metrics/minute is a fun and interesting challenge! Roy has a deep understanding of Netflix, with experience in the datacenter-based IT/Ops group and Service Delivery for IT/Ops. He also built the majority of the Python infrastructure libraries to allow Python developers at Netflix access to Netflix's cloud ecosystem, and is the original author of Security Monkey and Howler Monkey, the two Python-based monkeys in Netflix's Simitan Army.
Don't forget to throw out the trash!	JavaScript is, arguably, the most used language on the internet. No matter what language the server side is written in, JavaScript is generally prevalent on the client to enhance and, sometimes, control the user's experience. But how much do you look into the memory consumption and garbage collection of your JavaScript objects? In this session, we will start by looking at how the JavaScript garbage collection functionality works in Firefox, Chrome and IE. Next, we'll cover the ways memory leaks can occur within your website. And we'll close out the session with ways you can write code to ensure a leak does not occur.	Intermediate	JavaScript	George Walters II	walter2	During the daylight hours, George works as an application developer for JP Morgan Chase. With more than 10 years experience in application development, he has become an advocate for building clean, concise code without sacrificing the user experience. He builds applications in an agile environment using a variety of technologies including Java, Objective-C, JavaScript and Ruby. He is also a strong promoter for using Adaptive and Responsive Design in all aspects of web development and pushes the need for developers to become stronger and more affluent in the Web UI stack of technologies (HTML, CSS, JavaScript). After dark, well, that's a different story...
Secrets of Clojure Web Development	Clojure is an exciting language because of its ease of concurrency, simplicity, and aptitude at data manipulation. What's not as well known is how great of a language it is for web development. In this session, we're going to cover how you can use Clojure and ClojureScript to simplify and unify server-side and client-side code, and talk about how to build modern web applications in Clojure. We'll move beyond trivial CRUD apps and get into WebSockets, streaming, and WebMachine-style resource serving.	Intermediate	Languages	Clinton Dreisbach	chdreisbach	Clinton is a software developer and Technology Fellow with the Consumer Financial Protection Bureau, where he is the lead developer on Qu (http://github.com/cfbp/qu), a Clojure data warehousing and analysis API. He previously worked with Relevance, a Ruby and Clojure consultancy in Durham, NC.
How Netflix architects for survival.	In this session I will discuss how Netflix designs their systems and deployment processes to help the service survive both catastrophic events like zone and regional outages and less catastrophic events like network latency and random instance death. This system has previously been described as "dream devops". Topics will include our software lifecycle from code checkin to automated machine image baking to deployment, monitoring and alerting, and how Netflix uses self service tools to enable our developers to maintain maximum code velocity.	Beginner	Development Methodologies	Jeremy Edberg	jedberg	Jeremy is currently the Reliability Architect for Netflix, the largest video streaming service in the world. Before that he ran reddit, an online community for sharing and discussing interesting things on the internet that does more than five billion pageviews a month. Both run their entire operations on Amazon's EC2. Jeremy has keynoteed at conferences such as PyCon, O'Con and Cloud Connect, and has been rated the number one speaker multiple times. He holds a Cognitive Science degree from UC Berkeley.
Following the changing weather of the clouds.	Using metrics and monitoring is one way to detect changes in Netflix's EC2 cloud, but we found that a new system that automatically told us about changes in our environment was a really minor investment that paid huge dividends. It reduced the bureaucracy around production changes to almost zero and sped up our time to resolve issues dramatically. In this session I'll cover what motivated us to write it, the ideas behind the design, and actually walk through the code itself and the underlying database design to show it's relative simplicity. You will leave this session with ideas about how you, too, can reduce bureaucracy and friction in your organization. Note: By the time the talk is given, the software will most likely be open source and available for attendees to download and follow along.	Intermediate	Cool Stuff	Jeremy Edberg	jedberg	Jeremy is currently the Reliability Architect for Netflix, the largest video streaming service in the world. Before that he ran reddit, an online community for sharing and discussing interesting things on the internet that does more than five billion pageviews a month. Both run their entire operations on Amazon's EC2. Jeremy has keynoteed at conferences such as PyCon, O'Con and Cloud Connect, and has been rated the number one speaker multiple times. He holds a Cognitive Science degree from UC Berkeley.
Simply JavaScript	"When you stop expecting people to be perfect, you can like them for who they are." - Donald Miller JavaScript is a pretty awesome language. I hear that I'm in the minority with this opinion. I wouldn't know, I'm not much of a pioneer, but if folks don't love this little language for what it is, it's a fair assumption they probably hate it for what it is not. That makes sad panda sad. Let's get to know JavaScript a little for what it is. We'll celebrate Functions, Scope, Prototypes and the royal "this". JavaScript's loose boundaries mean that it will be anything you want it to be. Let's see what happens when we simply let it be JavaScript.	Intermediate	JavaScript	Leon Gersing	rubybudha	I tend binary zen gardens. Currently I make pretty things for GitHub. I also speak on a range of topics from Ruby to the emotional health of developers. Everything else is at leongersing.com.

Scaling Your Data Safely for Fun and Profit with Riak!	Does Caching get you down? Can your database survive a nuclear blast or the zombie holocaust? Can you scale your database to keep up with demand without writing to /dev/null? If you said yes to any of the above, then Riak may be for you. In this session, we'll introduce you to Riak, a highly available distributed database. We will cover the concepts behind Riak, how to code against it in .Net/Ruby, how to scale it, and how to keep your data safe in the event of a natural disaster/AWS outage. This session is for senior developers and those interested in NoSQL solutions.	Intermediate	Other	Alex Moore	alexmoore	Alex Moore is a Client Services Engineer at Basho Technologies, where he helps customers and community members solve interesting NoSQL and Distributed Systems problems. Formerly a .NET Web Consultant, Alex now spends his days frolicking with functional languages.
Own Your Own Career – Advice from a Veteran Consultant	I have witnessed or committed many mistakes during my decades of consulting. I will pack into this presentation as much advice as I can about managing your career and your customer as you traverse the wilds of consulting. I'll start with ways to take ownership of your career and responsibility for achieving your goals; then, I will teach key lessons on working with your customer in a way that benefits you both.	Beginner	Other	David Giard	davidgiard	David Giard is a former accountant and a former biochemist, who has been developing solutions using Microsoft technologies for over 2 decades. He is a Microsoft MVP, an ASP.NET Insider, an Azure Insider, a member of the INETA Board of Directors; and on the leadership teams of the Great Lakes Area .NET User Group and the Ann Arbor Day of .NET. David has presented at dozens of conferences and user groups around the country. He is the host and producer of the milly popular online TV show Technology and Friends. He is the co-author of the Wrox book Real World .NET, C#, and Silverlight. You can read his latest thoughts at www.DavidGiard.com . David lives in Michigan with his two sons.
Migrating from Maven To Gradle... Best of breed or just the least evil?	Are you using Maven for your project builds because it was the least evil of the tools you could find? Our team was too... until we started using Gradle. Gradle claims to be "Build automation evolved" Is that true? If so, what makes it true? We will discuss the trials and travails of migrating a complex multi-module project from Maven to Gradle. What compelled us to make the change, and what benefits have we realized since the change was made? We will also discuss the rough edges we encountered during both our migration and our day to day use.	Intermediate	Development Methodologies	Bryan Davis	lambyandavis	Bryan Davis has been developing software professionally for 20 years. As a constant learner, he works to evangelize the best practices of design, architecture and testing in grass roots campaigns one developer at a time. He currently works at OCLC in Dublin, Ohio where he develops web applications for the library community.
Preparing your QA team for Mobile Testing	Rewriting your Master Testing Strategy is in order when you look to tackle your first mobile initiative. This includes getting your test environments ready for testing. Often test environments have been on closed internal networks that are not accessible from the internet. Delivering and testing a mobile application on a 3G or 4G network changes all that. Coming up with a supported platform strategy is also paramount to success. One needs to take network speed, device features, screen size and resolution as well as multi-tasking life-cycles into effect when testing. QA testers will need to become familiar on how to service the devices they test with as well. Additionally the team will need to incorporate field testing prior to delivery. This presentation will organize the challenges a modern QA team has to contend with, and make some strong suggestions on how to craft a respectable Mobile Test Strategy.	Beginner	Mobile (Android, iOS, Windows Mobile, etc)	Geoffrey Goetz	ggoeffre	Geoffrey Goetz is currently the Director of Marketing at dBase, founding member of ggoeffre LLC, and published author for GigaOm's TheAppleBlog. Geoffrey's online articles on Apple related products and technology have been picked up in syndication by popular sites including USA Today, Money, Fortune, Forbes and The New York Times. Geoffrey is also a published book author ("Mastering JBuilder") and veteran international speaker on a variety of topics ranging from Win32, to Java, to Mobile. He has been on the development scene in central Ohio since graduating from Ohio State in 1992. Geoffrey has been a speaker on mobile development at CodeMash, CocoaConf, MobliX and the local CIDUG meetings. You may also recall several presentations that Geoffrey has delivered Borland Developers Conference as well as locally at COJUG as far back as the late 90's. Geoffrey's involvement on the mobile scene started with J2ME (as featured in the January 2000 issue of JDJ) and includes such ubiquitous platforms as Java Ring/Smart Card (when such things existed). Geoffrey has also recently been involved in cross platform and native development on both the iOS and Android platforms for various Fortune 100 and 1000 companies.
Feeling Confident About Your Legacy Code	It's probably a safe assumption that we've all worked on applications which we didn't initially build and we've all been hesitant to make changes to those applications because we're unsure about what our change will affect. Michael Feather's considers legacy code any code without a test, and in this case, he's right. But how do you deal with legacy code in order to make you feel confident that it's testable and that your changes will not affect other parts of the application? It's a tough task, but this talk will show some practices and techniques to make you more confident with your experiences with working on legacy code. We'll look at injection patterns, how to take advantage of mocking, and how to apply some simple design enhancements to your code to make it more testable.	Intermediate	Development Methodologies	David Hoerster	davidhoerster	David Hoerster, a C# MVP, is a recovering corporate financial analyst and has been working with the Microsoft .NET Framework since the early 1.0 betas. He is the co-founder of BrainCredits (www.braincredits.com), a recent start-up that is hoping to change the way people learn on the web. David is the former president of the Pittsburgh .NET User's Group (P#NDOTNET), the conference director of Pittsburgh TechFest and is also an occasional speaker at Pittsburgh and regional user group and code camp events. David can be found rarely blogging at http://geekswithblogs.net/DavidHoerster and also is an occasional Tweeter (@DavidHoerster).
Patterns of effective test setup: Object Mother and beyond	Writing clean, effective and manageable tests begins with the "fixture", the set of data used in the test. If you've ever struggled with writing the "arrange" part of a test, or if you've ever looked at someone else's "arrange" and had a hard time understanding it, then you've suffered the pains of poor fixture setup. In this session you'll learn a collection of patterns and techniques that will help you write smaller, more expressive tests that are easier to read, understand and maintain. We'll talk about object construction patterns, integration test setup, and some common "fixture smells". Although code samples will be in C# and NHibernate the techniques and concepts are relevant to other platforms too. "Clean setup begets clean tests." Let me show you how.	Intermediate	Testing	Seth Petry-Johnson	spetryjohnson	I've been programming for 24 years, 17 of them professionally. I got "test infected" in 2004 and have spent the last ten years practicing TDD on multiple software projects small and large. Most recently I've been focused on clean, testable code in ASP.NET MVC, Ruby and JavaScript. I love this stuff and am excited to share my experiences with others.
Introduction to Front-End Tooling	A introduction to the modern front-end developer's toolbox. We'll cover such topics as CSS pre-processors, demystifying source control, writing more modular markup and styles with Handlebars and YAML, and examine how to use things like Yeoman, Bower, and Grunt. A big focus on this talk is ensuring we are all using the sharpest tools to not only create the best web experiences possible, but to also create the best development environments possible as well.	Beginner	Design/UX	Adam Simpson	a_simpson	Adam Simpson is a front-end developer at Sparbox in Dayton, OH. Adam has experience in Javascript, PHP, Ruby, and web design. He is passionate about semantic markup, crafting quality code, and creating accessible experiences regardless of device.
Acceptance Testing: The Dirty Details	Web based acceptance tests are quite valuable, and you should absolutely be writing them. However, there are many different ways that acceptance tests can be written, and choosing the right ones can mean the difference between success and failure for your project. This talk will get into the dirty details of dealing with AJAX, managing test data, keeping tests isolated, and working with your customer or Business Analyst. The result will be cleaner tests that run faster and are easier to write.	Intermediate	Testing	Kevin Berridge	kberridge	Kevin Berridge has written acceptance tests in Ruby and C#, with Cucumber, RSpec and NUnit; and using Waitin, Selenium, Capybara and Cypu; and has learned what works for his team. For the past 10 years, he has been working on products that make a difference at Pointe Blank Solutions where he is in charge of Software Engineering. He runs the Burning River Developers meetup in Cleveland, and has presented at CodeMash. When not hacking, he's probably playing jazz trombone or running.
Real World Polyglot Persistence	It always sounds easy - "use the best tool for the job". With very isolated systems, it's easy to decide RDBMS for one application, Redis for another and Cassandra for something else. When it comes time to building systems with multiple persistent stores, we're met with challenges in integration, existing applications, and push back from IT administrators. In this session, we'll look at the multitude of challenges of achieving polyglot persistence nirvana, and strategies for addressing associated risks. We'll journey through an exploration of a working system that combines relational, key-value, document and graph databases without falling to its knees in complexity. With strategies like REST, messaging, service buses and compositional user interfaces, we'll find how amazingly complex websites like Amazon are within reach by us mere mortals.	Advanced	Windows / .NET	Jimmy Bogard	jbogard	Jimmy has delivered solutions ranging from shrink-wrapped products to enterprise e-commerce applications for Fortune 100 customers. He is an active member in the .NET community, leading open source projects, giving technical presentations, and president of the Austin .NET User Group (ADNUG). Jimmy is a member of the ASPinsiders group, the C# insiders group, and received the "Microsoft Most Valuable Professional" (MVP) award for ASP.NET in 2009-2013. Jimmy is a co-author of the ASP.NET MVC in Action books, and is the creator and lead developer of the popular OSS library AutoMapper.
What the Heck is Kanban?	In this presentation we will get to know Kanban as a tool to manage software development. The presentation will explain the basics of Kanban and touch on a few more advanced topics. We will see how Kanban is not a one-size-fits-all methodology, but rather a dynamic tool which through continuous improvement evolves to fit the needs of the organization. We will look at some real Kanban boards, see how they evolved over time and discuss rationale behind the board changes. We will look at an example of mixing Kanban and Scrum. We will discuss lessons learned from 3 years of using Kanban; what has worked and what not. This session is suitable for anyone curious about Kanban or people wanting to get more out of their Agile teams.	Beginner	Development Methodologies	Stan Jönsson	sjonsson	Stan is a Senior Consultant with Quick Solutions, Inc (QSI). He has been doing software development for over 15 years; as a programmer, technical lead, Agile coach, and manager. For the past few years he has used Kanban as a tool to get more out of software development teams. He was one of the founders and president of Agilent@, the main Agile user group in Iceland. He is the proud father of 3 kids, a hobby magician and an avid cyclist (known to break his collarbone for lack of physical agility). You can follow him on www.sjonsson.com and @sjonsson.
Building your own lightsaber - Arduino + Pi + node.js + 3D Printing == build light	Just as every Jedi must construct their own lightsaber, I believe software developers should be able to construct their own build lights. In this talk I'll describe my journey into the heart of hardware as I explored the wonderful world of Arduino, Raspberry Pi, electronics, and jam jars in an effort to build The Ultimate Build Light. There will be blinky things, and possibly the smell of fried components.	Beginner	Hardware (Raspberry Pi, Arduino, etc)	Pete Hodgson	ph1	Pete Hodgson is a lead consultant with ThoughtWorks. He helps teams get more awesome by delivering quality maintainable software at a sustainable pace. He's not a hardware guy by trade, and doesn't play one on TV, but does love to learn things the hard way and then point out some of the painful mistakes to others.
Real JavaScript Ninjas know how to role with WAI-ARIA	WAI-ARIA's role and aria-* attributes allow rich Internet applications to be made accessible - no exceptions. There are however some undocumented tricks and techniques to make this work across multiple mobile and desktop platforms. This presentation will give an overview of all the ARIA roles and their related aria-* attributes with working code samples for some advanced ARIA widgets and then cover a range of undocumented cross-platform tricks that are required to make things work well on every platform. This session will assume advanced HTML and JavaScript knowledge from attendees.	Advanced	JavaScript	Dylan Barrell	dylanbarrell	I am the SVP of Product Development for Deque Systems. We are the leader in the accessibility tools space. I invented and wrote the FireEyes accessibility analysis tool and invented the Amaze product - winner of the Computerworld 21st Century Award in the category of Innovation. I have personally overseen the accessibility remediation of 4 financial services applications including a top 5 financial company's credit card servicing platform.
Transform Your Architecture With RabbitMQ	Common 2 and 3 tier architectures have several disadvantages: they don't scale well over time, they can be difficult to evolve, expensive to test, locked into a limited set of tools and unpleasant to maintain. RabbitMQ provides a well designed set of messaging capabilities that enable decoupled architecture and transform a system into a set of simple, powerful services that can easily evolve to satisfy new requirements, leverage the best technology, scale out to handle increased load and gracefully recover from failures. This talk will explore how to apply messaging patterns and advanced features of RabbitMQ to create flexible, resilient and scalable systems.	Advanced	Other	Alex Robson	A_Robson	Alex Robson is a systems architect and polyglot developer at LeanKit. Alex is hopelessly infatuated with distributed systems and technologies that power them. He firmly believes that open source and open standards are why we can have nice things. Alex lives in TN with his lovely wife and precocious 4 year old.
Streamlining Deployment To Deployment with Docker	Have you ever been frustrated by how difficult it is to introduce a new service or technology to your stack? Have you ever been burned by complex deployment processes that lead to failing features? Do you often catch yourself saying, "But it worked on my machine(tm)"? Docker uses a Linux Kernel feature that allows you to create self-contained applications and services and ship them between environments in a secure and reliable way. Come and learn how you can start using Docker to build light-weight containers and simplify the way your code goes from development to production.	Advanced	Cool Stuff	Alex Robson	A_Robson	Alex Robson is a systems architect and polyglot developer at LeanKit. Alex is hopelessly infatuated with distributed systems and technologies that power them. He firmly believes that open source and open standards are why we can have nice things. Alex lives in TN with his lovely wife and precocious 4 year old.
Hit the GPU running: An ungentle introduction to using OpenGL ES in iOS	Together we'll take a tour of developing with OpenGL ES in iOS. We'll start with an overview on how to configure a project to render with OpenGL ES. Then on to some of the basic math (math!) involved. Before you know it, we'll be submitting geometry to the GPU and attaching attributes to vertices. We'll use GLSL to write shaders for texturing and lighting. Graphics development can be a bit scary if it's not something you're used to. New vocabulary, new concepts, and that pesky math can all be a hindrance. Together we'll try to overcome these obstacles so that you can be off and running free - and your next app can feature some killer graphics.	Intermediate	Mobile (Android, iOS, Windows Mobile, etc)	Brian Stanek		For the last four years, Brian Stanek has been working as a mobile developer for AG Interactive. Focusing on product rendering within their apps, OpenGL (and graphics programming in general) has long been a passion of his
Building Apps for Windows	In this one-hour, code-heavy talk, we will explore this new up-and-coming development platform called Windows. This small startup, Microsoft, has aspirations to compete with the big players, and has a rapidly growing user base hungry for new applications. We will look at how to build an application for Windows 8.1 from scratch, and their new mobile platform (aptly named Windows Phone) while using one unified codebase and cloud service to dramatically reduce code repetition. We will also look at simple ways to monetize your applications so that you've got the incentive to do it more than once. You'll leave this talk prepared to build your first apps for Windows and Windows Phone, knowing that an early investment in this wily startup might produce huge dividends if they ever decide to go public.	Beginner	.NET	Jeff Blankenburg		Ultra passionate. That's how Jeff Blankenburg (@jeffblankenburg) describes his relationship with technology. Over the past 10 years, Jeff has enthusiastically applied his technical expertise to build industry-changing websites and marketing efforts for mega brands including Victoria's Secret, Abercrombie & Fitch, Ford Motor Company, Sony and several pharmaceutical companies. He's especially proficient in user interface design, web standards and mobile application development. In addition to his developer evangelist role for Microsoft, Jeff contributed to the O'Reilly title Windows Developer Power Tools on the subject of code validation services, and authored a Windows Phone development book out now on Amazon. He also serves as an organizer for the CodeMash and Str Trek conferences. On the academic front, Jeff holds a Bachelor of Science degree in Psychology from Ohio's Bowling Green State University.
C# on a diet with Scriptcs	Have you ever found times where you just want to write and execute some C# code and you ask yourself Do I really need an IDE? a solution? a project? a class? Do I really need to compile? Why do I have to worry about all these dlls? if you've done any development with dynamic languages like Ruby, Python or node.js the answer is you don't. But what about C#? scriptcs (https://github.com/scriptcs/scriptcs) is new way to develop C# applications as script. It leverages compiler advancements of Roslyn and combines the power of nugh to offer a low calorie approach to working with C#. It's great for prototyping, simple scripting or even building simple apps. Not only does it let you write scripted "apps", but it also includes a REPL so you can execute code interactively. You can even debug. Come to this talk and it will change the way you think about C# development.	Beginner	.NET	Kevin Pilch-Bisson		Kevin has worked on Developer Tools at Microsoft for more than 10 years. During that time he has worked on the C# and VB IDE experiences, including features like IntelliSense, formatting, refactoring, colorization and more. Most recently he has been the development lead of the IDE Services team for Microsoft's Roslyn project. Outside of work, he has a beautiful wife and 3 great kids. He loves to run and drink beer. You can find Kevin on Twitter @PilchB.
Applied API Design	It's all very well seeing toy examples of API design where only snippets are required, but what does a good API look like in a complete application? In this live coding session, Jon will be applying his love of all things immutable, separation of concerns and other design goodness to a certain well-known shape-dropping game. We'll explore different approaches - including ones from the audience - as we go along, but end up with a clean model which works equally well when using WPF, a console-based view... or playing by email. Unlike some other sessions where Jon has shown some truly horrible, unreadable, twisted, evil code the aim here is to end up with an example of elegance and beauty. That doesn't mean we can't visit a few evil notions along the way, of course...	Intermediate	.NET	Jon Skeet		Bio forthcoming
Async on the Server	Async/await is one of the most celebrated language improvements in modern times, but does it have a place in server side code? The answer is most definitely "yes," and this talk will explore using async and await on the server. We'll start out with an introduction to async and await, with a special emphasis on the benefits that asynchronous code brings to the server side. In particular, we'll examine how async can help you scale (and situations where it won't!). Next, we'll cover the basic requirements for using async/await on ASP.NET and other frameworks. We'll discuss common problems and solutions, and solve some "pain points" for async servers. Most examples will use ASP.NET MVC and WebAPI, but we'll also look at how to use async in Azure worker roles. Any async/await questions are welcome! Your presenter is the author of the MSDN article "Best Practices in Asynchronous Programming" and the top 50 answerer for	Beginner	.NET	Stephen Cleary		Bio forthcoming
Lessons from a Grizzled Speaker	Thinking about speaking at your local user group? Or maybe at your favorite conference? Don't know where to get started? This session is for you. In this session, a seasoned speaker who's been speaking at conferences and user groups for more years than he wants to think about will guide you through the process from writing your abstract to presenting your talk well. These tips will give you abstract a higher chance of being accepted and you the confidence that you need to land your talk well.	Beginner	.NET	Josh Holmes		Josh Holmes is a passionate soul who gets his kicks solving problems with deep fried awesomeness. He is currently employed by Microsoft as a UX Architect Evangelist with Microsoft focused on building and educating the dev partners with a UX or Rich Internet Application offering in Central Region. Prior to joining Microsoft in October 2006, Josh was a consultant working with a variety of clients ranging from large Fortune 500 firms to smaller sized companies. Josh is a frequent speaker and lead panelist at national and international software development conferences focusing on emerging technologies, software design and development with an emphasis on mobility and RIA (Rich Internet Applications). Community focused, Josh has founded and/or run many technology organizations from the Great Lakes Area .NET Users Group to the Ann Arbor Computer Society and was on the forming committee for CodeMash. You can contact Josh through his blog at http://www.joshholmes.com . Glenn is a product manager for Splunk's developer experience. A hardcore coder professionally for almost 20 years, he cares deeply about making developers' lives easier. Glenn lives and breathes code and is rumored never to actually sleep. He's also a big supporter in the shift toward cloud development having played a key role at Microsoft in supporting OSS stacks in Windows Azure. He is an active contributor to node.js and .net OSS projects, a supporter of the community, and a frequent speaker internationally. He does have a personal life, which he shares with his wife and 9 year old daughter in central.usability.com/insights .
Asynchrony in Node.js, let me count the ways	The first thing you learn after hello world in node.js, is you will be writing A LOT of async code, you have no choice. The next thing you learn is there a zillion different ways to do it. The core platform gives you callbacks and events, but then there are a slew of add on approaches. Now with generators in ES6 we have even more options on the table. In this talk we'll look at common patterns and modules for async in node and guidelines or using them.	Beginner	JavaScript	Glenn Block		Bio forthcoming