



Secondary School Technology Awareness Campaign

As part of London Tech Week, TechAlliance is pleased to be able to offer high schools across the London region the opportunity to participate in the Secondary School Technology Awareness Campaign.

This initiative provides you the opportunity to invite any of the seasoned industry experts listed in this document into your classroom(s) during London Tech Week, April 16-20. These individuals have volunteered to share their experiences with your students and inviting them into your classroom will bring industry, educators and students together for a chance to learn about London's thriving technology sector. In addition, these speakers hope to provide information that will stimulate interest and encourage students to pursue studies and careers in technology.

If you wish to invite any of these speakers into your classroom, please complete the included Speaker Request Form and **fax to Sarah Edmundson at 519.858.5077** or complete the online form at <http://bit.ly/2FhnTRh> as far in advance as possible, preferably with at least one (1) week's notice to ensure you get your first choice of speaker. For more information, please contact Sarah at 519.858.5146 or sarah.edmundson@techalliance.ca.

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Alicia Boynton

Alicia Boynton is a born and raised Londoner who attended HB Beal Secondary School and graduated to go on to the University of Guelph where she received her Honours Degree in Anthropology, the study of Human Sciences. Since receiving her degree in 2012, Alicia returned to London to join the family business of composite technologies at ACT - Advanced Composites Training. During that time, she earned her certification for teaching English through the Global TESOL program.

With no prior education in business, Alicia has worked with ACT to advance from managing everyday administrative functions to negotiating corporate contracts, overseeing marketing strategies, and facilitating corporate relations on behalf of the company.

Outside of her role with ACT, Alicia acts as a Professional Mentor through Immploy for immigrants seeking employment in Canada, and is currently assisting in the establishment of a new technology company in London.

web.isod.es

Adam Caplan

Adam Caplan is Founder of web.isod.es, a London, Ontario-based Story Studio that creates authentic stories for social and interactive experiences. Previously, Mr. Caplan was Creative Director at EK3 (now Cineplex Digital Networks), Executive Site Producer at hsn.com, and has lectured on e-commerce strategy at Western University for over a decade. Prior to that, Mr. Caplan worked in emerging media in Los Angeles, California.

Adam currently serves on the Board of the Ontario Media Development Corporation (OMDC) and its Audit and Strategic Planning Committees, he is also chair of the Screen Based Industries Strategic Working Group for the City of London, and a member of London's Host Committee for the 2019 Junos.

Previously, Adam served on the Board of Directors for London's The Grand Theatre, Digital Media Collective UnLondon, and Museum London. Municipally, Adam was a member of London's Mayor's Economic Council and Emerging Leaders' Sustainability Advisory Committee.

Adam earned his BFA - Film & Video from the CalArts in 1995. He lives in London, Ontario.



Karen Chalmers

After receiving her diploma in Broadcast Television from Fanshawe College, Karen began a career in Film and TV Post Production specializing in Film Colour Correction. A number of years later Karen branched out doing Post Graduate work in Digital Media at George Brown College. This set the groundwork for her new craft in Graphic and Web Design, which led to her various roles as a Creative and Marketing Director. Her experiences these last twenty years, although varied, have always pivoted around creativity, media, and marketing; her current role is a culmination of these three disciplines. Karen's diverse knowledge base and versatility has become an invaluable resource in the broad and ever-changing field of mobile gaming, as well as the ever-changing field of marketing itself.



Vicki Cere

Vicki Cere is currently the Sales Engineering Specialist at ZTR. She has worked for ZTR for 8 years this June and assumed many roles in the organization during that time.

She did her post-secondary education at Fanshawe College where she received her diploma in Electrical Engineering Technology. Vicki did her co-op, during her second year of college, working at ZTR in the production department. After graduating from Fanshawe, Vicki applied at ZTR and was hired in the Technical Services Department. Since then she has worked in various departments at ZTR, She worked in "tech service" for

3 years, then the Applications Engineering Department and took the role of Project Manager and now her new role as Sales Engineering Specialist.

Vicki says each day brings new challenges and experiences.

Vicki is also the chair of our Social Committee. It gives her the opportunity to ensure that she, and everyone else at ZTR, get to do fun things with co-workers that don't always involve work.



Michael Feeney

Michael coordinates the “Game Development – Advanced Programming” (GDP), “Computer Programmer Analyst” (CPA), and “Internet Applications and Web Development” (IWD) programs at Fanshawe. He is also a professor, teaching mainly in the GDP post-diploma program (which he also developed), where students create their own “game engines” on PC and PS4 systems. He specializes in graphics, animation, data-structures & algorithms, physics, and AI courses. Graduates of the GDP program work at a number of game companies all over the world.

Having a background in electrical engineering and robotics (he worked at Precision Robotics before coming to Fanshawe), he mentors two FIRST Robotics teams (5024 and 6856). Outside the college, he does a lot of contract work, specializing in embedded, game, and real-time mechatronics, vision, and FPGA systems for the game and manufacturing industries (contracts have involved Intel, Exxon Mobil, Imperial Oil, Texas Instruments, and a number of smaller companies).

In his presentation, Michael will provide an overview of the various roles involved in modern game development, focusing on “what a programmer would do”. Many students have a desire to “get into the game industry” but are often unclear about the specific role they are aspiring to fill.



Keegan Howlett

Keegan is InnoSoft Canada’s Director of Client Experience & Recruitment. InnoSoft is an intuitive software system used by University and College Recreation departments throughout the United States, Canada and Europe.

Working with InnoSoft, Keegan has had the unique opportunity to travel around the United States and Canada promoting the software and integrating it into over 230 recreation centers operations. Along the way, he has helped build the InnoSoft team from 10 employees to over 40 and is passionate about growing and developing others.

He will tell you about what InnoSoft does in more detail and what it is like to work for a thriving tech company in London.



Western

Dr. Michael Katchabaw

Dr. Michael Katchabaw is an Associate Professor in the Department of Computer Science at Western University, and is also the Business Intelligence Director at London-based game studio Big Blue Bubble. With a background in computing and analytics, Mike joined Big Blue Bubble in 2016 while on sabbatical from Western. He stayed with the company after his sabbatical ended, resuming his duties at Western where he teaches and conducts research on game development and game analytics, with numerous publications in this space.

At Western, Mike played a key role in creating its award-winning program in game development, establishing the university as one of the first academic institutions with a focus on gaming.



Dr. Theo Versteegh

Theo Versteegh is the founder of TopSpin Technologies (topspin360.com). Theo recently completed his PhD exploring the effects of a novel method of strength training for the neck designed to help prevent concussions. This training method uses a patented device called the TopSpin360. After promising initial research Theo has been working on commercializing the TopSpin360 to the elite sports market (college and professional level). Although concussion awareness has garnered a lot of media attention lately, there has been little that the individual can do to help decrease his or her own risk of concussion. The TopSpin360 hopes to change that by training athlete's neck muscles to respond to sudden blows to the head to absorb the impact and hence prevent concussion.

Although TopSpin Technologies is still in the startup phase, it has already attracted a lot of attention. Theo was the 2016 winner of the Synapse Life Sciences competition, the 2016 Techcellence award for innovation and a finalist in this past year's Lion's Lair. TopSpin Technologies is hoping to make the sports that we love safer to play.

**SPEAKER REQUEST FORM -
TECHNOLOGY AWARENESS CAMPAIGN**



Teacher Contact Information

Name: _____

School: _____

Phone: _____ Email address: _____

Grade: _____ Subject: _____

Please list your top 3 picks for speakers (in order of preference)

1. _____

2. _____

3. _____

Please list your top 3 dates and times, indicating start and end of time period
(in order of preference)

1. _____

2. _____

3. _____

Do you have the followin available for our speakers to use?

projector screen internet connection

Additional comments:

If first-choice speaker is not available on any of the requested dates and/or times, second choice will automatically be selected, followed by the third. Once a speaker is confirmed, you will be contacted with further details.

Please fax the completed form to Sarah Edmundson at 519.858.5077 or visit <http://bit.ly/2FhnTRh> to complete the online version. For more information, contact Sarah at sarah.edmundson@techalliance.ca or 519.858.5146.