Colorado Springs, CO 12 July 2016

To whom it may concern:

This is a recommendation for Eric Wasiolek, a student in my "Concurrent and Distributed Systems" class in the DCS (Doctor of Computer Science) program at Colorado Technical University, winter quarter 2016. The course is technical and based on my book "Design of multithreaded software" plus additional material on distributed software systems. Eric got a very strong A as his course grade. As of this writing he has completed about a third of the program and is maintaining an 4.0 average.

Students in this course need a programming background in order to fully understand how threading works. On the other hand, a central theme of the course is the introduction of the entity-life modeling approach to the design, and this can come across as quite abstract to many students with practical software-engineering backgrounds. For that reason, having students that both understand programming and are very capable of abstract thinking is very rewarding; they can challenge the material at a conceptual level above the practical application. They are quite few. Eric was one of them with his broad interests and academic background including philosophy.

Such assets are important for anyone involved with software engineering, except perhaps at quite junior levels. It is my personal experience with the development of concurrent real-time software that conceptual consistency is crucial to the design itself as well as to the evolution of software-engineering methods.

Sincerely,

Bo Sandén, Ph.D., Professor Emeritus of Computer Science
Colorado Technical University
Colorado Springs
bsanden@coloradotech.edu
bsanden@acm.org