

Dustin Selman

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Experience

Programmer

ThomasNet, New York, NY

2004 - 2007

- Developed and maintained a web-based search engine marketing dashboard application.
- Created metrics to measure search engine visibility of thomasnet.com and competitor sites.
- Performed statistical analyses.
- Report generation and presentation.
- General technology support for Web Operations Team.

Lab Member

University of Oregon Perception Lab, Eugene, OR

2002 - 2004

- Collaborated in the design and running of various experiments investigating theories of visual perception in the brain.
- Designed, coded and ran experiments investigating the time course of the Delboeuf visual illusion.
- Performed multivariate data analyses.
- Calibrated and ran experiments utilizing eye tracking equipment.
- Completed documentation for compliance with IRB and NSF human subjects protocols.

Library Assistant

UofO Computing Center, Documents Library, Eugene, OR

2002 - 2004

- Handled all stages of circulation.
- Answered questions and guided patrons to appropriate technology resources.
- Provided informal technical support for the campus wi-fi network.
- Gave input regarding new acquisitions.

Network Engineer

Nu-World Communications, Eugene, OR

1999 - 2001

- Administered a medium sized ISP.
- Maintained fleet of BSDi, Linux and NT servers.
- On-call 24/7.
- Became proficient in DNS, Apache, Radius, SMTP, Perl, Bash, TCP/IP

Skills

Ruby, Rails, TDD, BDD, SQL, MySQL, XHTML, CSS, JavaScript, Perl, PHP, sed, awk, regex, C++, Mac OS X, Linux, DNS, Apache, TCP/IP, Matlab, Psychtoolbox, Statistics, SPSS

Education

University of Oregon

BS, Psychology, 2004

- Presented research on the Delboeuf illusion at the Stanford Undergraduate Psychology Conference (2004)
- Participated in the Summer Program for Undergraduate Research (SPUR) through the UofO Biology Dept (2003)
- John Digman award for outstanding performance in psychological statistics (2003)

Interests

Books (have catalogued 1,000+ personal library), Microformats, Philosophy, Information, Go, Tango, Cycling, Bouldering, Speed Cubing (can solve a Rubik's cube in under 2 minutes)