

9:15 AM Sunday

- [A SQL Server performance warehouse using the SSAS tabular model](#) Joel Champagne Room: PSEC4502
- [Agile at Enterprise Scale: The Tricky Bits](#) Bernie Maloney Room: 4220
- [AngularJS and the Single Page Application \(SPA\)](#) Joshua Woodward Room: 5015
- [Automating the complete Software Development Life Cycle - A DevOps Approach](#) Akshaya Mahapatra Room: 5001
- [Build Amazing Camera Apps for Superphones](#) Raj Lal Room: 5501
- [Building a chase game in Greenfoot Part 1](#) Neil Brown Room: PSEC4601
- [Building Native Mobile Application with Custom Views](#) Eugene Krivopal'tsev Room: 8402
- [Clean Code - Design Patterns and Best Practices](#) Theo Jungeblut Room: SmithWick
- [Consuming web services asynchronously with Futures and Rx Observables](#) Chris Richardson Room: 8338
- [Decoding Search Optimization Jungle & Applying to the Real World: SEO Basic](#) Massimo Paolini Room: 4221
- [Easy Windows 8 Game Dev with Scirra Construct2](#) Jeremy Foster Room: 4201
- [Easy/Robust/True cross-browser web testing with TestCafé](#) Mehul Harry Room: 4302
- [Enterprise Node.js for Sencha Touch and ExtJS](#) Juris Vecvanags Room: 4301
- [Fantastic Features](#) Steve Bockman Room: 4202
- [Get On The Bus](#) Chris Patterson Room: 5502
- [Getting RESTless with Meteor and MongoDB in the browser](#) Ryan Jarvinen Room: 3525
- [Machine learning on .NET: F# FTW](#) Mathias Brandewinder Room: 3106
- [Marmalade C++ Cross Platform Development](#) Keithen Hayenga Room: 1401
- [MV* JavaScript librariies](#) Branka Kranjac Room: 8403
- [Protecting Your Software's Intellectual Property](#) Bob Zeidman Room: 4306
- [Raspberry Pi Gaming 4 Kids \(Part 1 of 2\)](#) Stephen Chin Room: PSEC4602
- [SQL Server Tips & Tricks](#) Ike Ellis Room: PSEC4501
- [Teaching Kids Java Programming](#) Lynn Langit Room: PSEC4603
- [The Art and Science of Dashboard Design](#) Lee Lukehart Room: 1501
- [Tynker Kids 1](#) Dave Briccetti Room: PSEC4604
- [Who are your customers?](#) Seemant Kulleen Room: Hearthside Lounge

10:45 AM Sunday

- [Are you an underpaid developer? Earn more by going independent.](#) Sherman Lee Room: SmithWick
- [Building a chase game in Greenfoot Part 2](#) Neil Brown Room: PSEC4601
- [Business Models and Value Generation](#) Darius Dunlap Room: 4306
- [C++ Asynchronous I/O - Asio](#) Michael Caisse Room: 8338
- [Continuous Delivery using Github, CloudMunch & AWS Cloud Formation](#) Dave Nielsen Room: 5001
- [Cross Platform Development with Portable Class Libraries](#) Muhammad Siddiqi Room: 3106
- [Developing Cross Platform 3D Games with Unity](#) Adam Tuliper Room: 1401
- [F# for the C# developer](#) Mathias Brandewinder Room: 4302
- [Game making in Haskell - Part 1](#) Michael Litchard Room: 5502
- [Getting Started with Cloud Foundry, a open source PAAS technology](#) Balachander Keelapudi Room: 5501
- [hackinGlass gyroFire](#) Yosun Chang Room: 4301
- [How to find, name and protect your software title](#) Athol Foden Room: Hearthside Lounge
- [Keyword Research Under a Microscope: Advanced SEO Techniques](#) Massimo Paolini Room: 4221
- [Learn JavaScript/HTML5 by modeling and solving Rubik's Cube](#) Manoj Kumar Room: 5015
- [Netflix Open Source Software: Who What Where When Why How](#) Joe Sondow Room: 8402
- [Node.js in the enterprise](#) Jeff Harrell , Lenny Markus Room: 1501
- [Raspberry Pi Gaming 4 Kids \(Part 2 of 2\)](#) Stephen Chin Room: PSEC4602
- [Removing Impediments](#) Chris Sims Room: 4201
- [Scala is Fun: Apps and Games](#) Shadaj Laddad Room: PSEC4603
- [Scripting with PowerShell version 3.0](#) Paul Cassidy Room: 8403
- [SSAS 2012 Tips and Tricks](#) Christian Wade Room: PSEC4502
- [The Future of JavaScript Language Tooling](#) Ariya Hidayat Room: 3525
- [Tynker Kids 2](#) Dave Briccetti Room: PSEC4604
- [Where are my \(primary\) keys?](#) Ami Levin Room: PSEC4501

- [Write once, deploy to multiple mobile platforms](#) Mehul Harry Room: 4220
- [Your Ad-blocker broke my site!](#) Guy Vider Room: 8401

Lunch Starts at Noon

1:15 PM Sunday

- [\[Total Life Management\] Web-based integrated goal, time, project management](#) Roman Zhovtulya Room: 4220
- [10 things every developer must know](#) Chander Dhall Room: 8403
- [Advanced Windows Phone Development](#) Paras Wadehra Room: 5502
- [Building a platforming game in Greenfoot Part 1](#) Neil Brown Room: PSEC4601
- [Developing Highly Instrumented Applications with Minimal Effort](#) Tim Hobson Room: 4201
- [Fast & Furious iOS and Windows Phone development with Azure Mobile Services](#) E. Chuvyrov , F. Lavocat Room: 1401
- [Game-Making in Haskell - Part 2](#) Michael Litchard Room: 8401
- [How Biz Dev and Marketing Opportunities Impact a Startup's Product Roadmap](#) Victor Karkar Room: 4306
- [Introduction to Bitcoin](#) Ryan Singer Room: 5001
- [Kojo Programming for Kids](#) Dave Briccetti Room: PSEC4602
- [Minecraft Modding Workshop \(Part 1 of 2\)](#) Arun Gupta Room: PSEC4603
- [Monads of Doom, Arrows of Time](#) Bill Enright Room: 4302
- [Node.JS, MySQL and NoSQL](#) John David Duncan , Craig Russell Room: 1501
- [Pacman in 60 minutes](#) Tom Tofigh , Ron Vergis Room: PSEC4604
- [Polyglot spatial with MongoDB](#) Steven Citron-Pousty Room: 5501
- [Powerful T-SQL Improvements that Reduce Query Complexity](#) Hugo Kornelis Room: PSEC4501
- [Real-World AngularJS](#) Nik Kalyani Room: 5015
- [Retro Gaming with Lambdas](#) Stephen Chin Room: 4301
- [Rock Your Technical Interview \(Part 1\)](#) David McCarter Room: SmithWick
- [Salesforce Platform Mobile Services](#) Samantha Ready Room: Hearthside Lounge
- [Scalable systems using REST-based micro-services](#) Ted Young Room: 8402
- [Secret XAML Techniques for an Awesome UX](#) Jerry Nixon Room: 3106
- [Sprint Rhythm](#) Steve Bockman Room: 4221
- [SSIS 2012 Management Considerations and Best Practices](#) Rushabh Mehta Room: PSEC4502
- [The Best Designed Library You Shouldn't Use.](#) Ahmed Charles Room: 8338
- [Type Classes in Scala Explained](#) Vlad Patryshev Room: 3525
- [Zero Effort Spring](#) Scott Deeg Room: 4202

2:45 PM Sunday

- [\[future living\] Apply software development principles to dwelling spaces](#) Roman Zhovtulya Room: 4220
- [Achieving High Availability and High Performance with AlwaysOn and Availabi](#) Paul Bertucci Room: PSEC4501
- [Building a platforming game in Greenfoot Part 2](#) Neil Brown Room: PSEC4601
- [Develop High Performance Sites and Modern Apps with JavaScript and HTML5](#) Doris Chen Room: 5015
- [Developing JAVA MapReduce Jobs for Hadoop](#) Sunil Sabat Room: 5001
- [Fleksy and the Fleksy SDK](#) Vince Mansel , Ioannis Verdelis Room: 4301
- [Fun with Tuples!](#) Marshall Clow , Jon Kalb Room: 8338
- [Functional Programming on the JVM with Clojure](#) Michael Cohen Room: 1401
- [Internet Safety for Teens](#) Samantha Langit Room: PSEC4602
- [Minecraft Modding Workshop \(Part 2 of 2\)](#) Arun Gupta Room: PSEC4603
- [Monoids For Regular Programmers](#) Vlad Patryshev Room: 3525
- [PaaS vs. AWS vs. Colocation](#) David Albrecht Room: 4306
- [Physical Join Operators](#) Ami Levin Room: 5501
- [PiDoorbell - Home Automation with RaspberryPi and Arduino](#) Rupa Dachere Room: 1501
- [Python Programming for Kids](#) Dave Briccetti Room: PSEC4604
- [Rock Your Technical Interview \(Part 2\)](#) David McCarter Room: SmithWick
- [Secrets of Enterprise Data Mining](#) Mark Tabladillo Room: PSEC4502
- [Simple Sentiment Analysis using Solr](#) Pradeep Pujari Room: 5502
- [Think Async](#) Bhakti Mehta Room: 4201
- [Using Task Queues and D3.js to build an analytics product on App Engine.](#) Warren Edwards Room: 8403
- [Velocity Comes from \(Emergent\) Design](#) John Brinnand Room: 8402