

# Jeremy Blackburn

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## Education

- 2010–2014 **PhD in Computer Science**, *University of South Florida*, Tampa.
- 2005–2010 **M.Sc in Computer Science**, *University of South Florida*, Tampa.  
(5 year accelerated MS + BS program)
- 2005–2010 **B.Sc in Computer Science**, *University of South Florida*, Tampa.

## PhD thesis

- title *An Analysis of (Bad) Behavior in Online Video Games*
- supervisor Adriana Iamnitchi

## Masters thesis

- title *Design and Evaluation of a Green BitTorrent for Energy-Efficient Content Distribution*
- supervisor Ken Christensen

## Experience

- 2014–present **Associate Researcher**, *Telefonica Research*, Barcelona, Spain.
- 2010–2014 **Graduate Research Assistant**, *University of South Florida*, Tampa.  
Distributed Systems Group
- 2012–2013 **Research Intern**, *Telefonica I+D*, Barcelona.  
Internet Systems and Networking Group
- 2008–2010 **Graduate Teaching Assistant**, *University of South Florida*, Tampa.  
Operating Systems (Fall 2010)  
Discrete Structures (Spring 2010)  
Data Structures & Advanced Data Structures (Fall 2009)  
Object Oriented Design (Spring 2009, Fall 2008)
- 2007–2008 **Undergraduate Research Assistant**, *University of South Florida*, Tampa.
- 2006–2008 **Software Architect**, *Pallasoft, Inc.*, Tampa.  
Project involvement:  
General consulting  
Custom content management systems with inheriting access control lists
- 2003–2006 **Principal Developer**, *Boson Software, Inc.*, Tampa.  
Project involvement:  
Digital Rights Management and binary licensing system  
Content distribution/update system  
Flagship test engine product (over \$1 million a year in revenue)  
Shrink wrapped software (sold in Best Buy)  
Technical book software inserts (Cisco Press & McGraw-Hill)

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## Publications

### Journals

- [1] Xiang Zuo, Jeremy Blackburn, Nicolas Kourtellis, John Skvoretz, and Adriana Iamnitchi. The power of indirect ties. *Computer Communications*, 73, Part B:188 – 199, 2016.
- [2] Nicolas Kourtellis, Jeremy Blackburn, Cristian Borcea, and Adriana Iamnitchi. Enabling social applications via decentralized social data management. *ACM Transactions on Internet Technology*, 15(1), March 2015.
- [3] Jeremy Blackburn, Nicolas Kourtellis, John Skvoretz, Matei Ripeanu, and Adriana Iamnitchi. Cheating in Online Games: A Social Network Perspective. *ACM Transactions on Internet Technology*, 3(9), May 2014.
- [4] Adriana Iamnitchi, Jeremy Blackburn, and Nicolas Kourtellis. The Social Hourglass: An Infrastructure for Socially Aware Applications and Services. *IEEE Internet Computing*, 16(3):13–23, 2012.
- [5] Jeremy Blackburn, Ramanuja Simha, Clayton Long, Xiang Zuo, Nicolas Kourtellis, John Skvoretz, and Adriana Iamnitchi. Cheaters in a Gaming Social Network. *ACM SIGMETRICS Performance Evaluation Review (PER)*, 39(3):101–103, December 2011.

### Conferences/Workshops (refereed)

- [6] Vasiliki Kalavri, Jeremy Blackburn, Matteo Varvello, and Konstantina Papagiannaki. Like a pack of wolves: Community structure of web trackers. In *Proceedings of the 2016 Passive and Active Measurements Conference*, PAM '16, 2016.
- [7] Mario Almeida, Muhammad Bilal, Jeremy Blackburn, and Konstantina Papagiannaki. An empirical study of android alarm usage for application scheduling. In *Proceedings of the 2016 Passive and Active Measurements Conference*, PAM '16, 2016.
- [8] Matteo Varvello, Kyle Schomp, David Naylor, Jeremy Blackburn, Alessandro Finamore, and Konstantina Papagiannaki. Is the web http/2 yet? In *Proceedings of the 2016 Passive and Active Measurements Conference*, PAM '16, 2016.
- [9] Fotios Papaodyssefs, Costas Iordanou, Jeremy Blackburn, Nikolaos Laoutaris, and Konstantina Papagiannaki. Web identity translator: Behavioral advertising and identity privacy with WIT. In *Proceedings of the 14th ACM Workshop on Hot Topics in Networks*, HotNets '15, 2015.
- [10] David Naylor, Kyle Schomp, Matteo Varvello, Ilias Leontiadis, Jeremy Blackburn, Diego R. López, Konstantina Papagiannaki, Pablo Rodriguez Rodriguez, and Peter Steenkiste. Multi-context tls (mctls): Enabling secure in-network functionality in tls. In *Proceedings of the 2015 ACM Conference on Special Interest Group on Data Communication*, SIGCOMM '15, pages 199–212, 2015.
- [11] Haewoon Kwak, Jeremy Blackburn, and Seungyeop Han. Exploring cyberbullying and other toxic behavior in team competition online games. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, CHI '15, 2015.
- [12] Haewoon Kwak and Jeremy Blackburn. Linguistic analysis of toxic behavior in an online video game. In *Proceedings of the 1st Exploration on Games and Gamers Workshop*, EGG '14, 2014.
- [13] Xiang Zuo, Jeremy Blackburn, Nicolas Kourtellis, John Skvoretz, and Adriana Iamnitchi. The influence of indirect ties on social network dynamics. In *Proceedings of the 6th International Conference on Social Informatics*, SocInfo '14, 2014.

- [14] Xiang Zuo, Jeremy Blackburn, Nicolas Kourtellis, John Skvoretz, and Adriana Iamnitchi. The power of indirect ties in friend-to-friend storage systems. In *Proceedings of the IEEE International conference on Peer-to-Peer Computing, P2P '14*. ACM, 2014.
- [15] Jeremy Blackburn and Haewoon Kwak. STFU NOOB! Predicting Crowdsourced Decisions on Toxic Behavior in Online Games. In *Proceedings of the 23rd international conference on World Wide Web, WWW '14*, 2014.
- [16] Jeremy Blackburn, Rade Stanojevic, Vijay Erramilli, Adriana Iamnitchi, and Konstantina Papagiannaki. Last Call for the Buffet: Economics of Cellular Networks. In *Proceedings of the 19th Annual International Conference on Mobile Computing and Networking, MobiCom'13*, 2013.
- [17] Jeremy Blackburn and Adriana Iamnitchi. An architecture for collecting longitudinal social data. In *IEEE International Conference on Communications 2013: IEEE ICC'13 - Workshop on Beyond Social Networks: Collective Awareness*, Budapest, Hungary, June 2013.
- [18] Jeremy Blackburn and Adriana Iamnitchi. Relationships under the microscope with Interaction-Backed social networks. In *Internet, Interdisciplinarity & Innovation: The first international conference on Internet Science 2013*, Brussels, Belgium, April 2013.
- [19] Jeremy Blackburn, Ramanuja Simha, Nicolas Kourtellis, Xiang Zuo, Matei Ripeanu, John Skvoretz, and Adriana Iamnitchi. Branded with a Scarlet "C": Cheaters in a Gaming Social Network. In *Proceedings of the 21st international conference on World Wide Web, WWW '12*, pages 81–90. ACM, 2012.
- [20] Jeremy Blackburn, Nicolas Kourtellis, and Adriana Iamnitchi. Vulnerability in Socially-Informed Peer-to-Peer Systems. *4th ACM EuroSys Workshop on Social Network Systems*, 2011.
- [21] Nicolas Kourtellis, Joshua Finnis, Paul Anderson, Jeremy Blackburn, and Adriana Iamnitchi. Prometheus: User-Controlled P2P Social Data Management for Socially-Aware Applications. In *Proceedings of the 11th ACM/IFIP/USENIX International Middleware Conference, Middleware '10*, November 2010.
- [22] Jeremy Blackburn and Ken Christensen. A Simulation Study of a New Green BitTorrent. In *Proceedings of the 1st International Workshop on Green Communications (GreenComm) in conjunction with the IEEE International Conference on Communications*, pages 1–6, 2009. Posters (refereed)
- [23] Jeremy Blackburn, Ramanuja Simha, Clayton Long, Xiang Zuo, Nicolas Kourtellis, John Skovretz, and Adriana Iamnitchi. Cheaters in a Gaming Metanetwork. In *HPDC/Sigmetrics 2011 at FCRC '11 (best student poster award)*, 2011.
- [24] Nicolas Kourtellis, Joshua Finnis, Paul Anderson, Jeremy Blackburn, and Adriana Iamnitchi. Prometheus: Distributed management of geo-social data. In *NSDI (poster)*, 2010.
- [25] Zack King, Jeremy Blackburn, and Adriana Iamnitchi. BatTorrent: A Battery-Aware BitTorrent for Mobile Devices. In *UbiComp (poster)*, 2009.
- Technical Reports
- [26] J. Blackburn, R. Simha, N. Kourtellis, X. Zuo, C. Long, M. Ripeanu, J. Skvoretz, and A. Iamnitchi. Cheaters in the Steam Community Gaming Social Network. *ArXiv e-prints*, December 2011.
- [27] Jay Ligatti, Michael Nachtigal, Jeremy Blackburn, and Ivory Hernandez. Completely subtyping iso-recursive types. Technical Report CSE-PL-101011, University of South Florida, October 2011.

## Others

- [28] Jeremy Blackburn and Ken Christensen. Power Management for BitTorrent. In *University of South Florida REU Poster Competition (best poster award)*, 2008.
- [29] Jeremy Blackburn and Ken Christensen. Reducing the energy consumption of peer-to-peer networks. In *19th Annual Argonne Symposium for Undergraduates in Science, Engineering and Mathematics*, November 2008.
- [30] Jeremy Blackburn and Ken Christensen. Green Telnet: Modifying a client-server application to save energy. In *Dr. Dobb's Journal*, October 2008.

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## Awards

- 2011 Best Student Poster, HPDC/SIGMETRICS at FRC '11
- 2008 Best Poster, University of South Florida REU Poster Competition

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## Press

- 2016 Among others, Cloudflare made use of our HTTP/2 study [8] available at <http://isthewebhttp2yet.com> to describe their HTTP/2 deployment at <https://blog.cloudflare.com/cloudflares-impact-on-the-http-2-universe/>.
- 2014 MIT Technology Review selected the arXiv version of our EGG'14 paper [12] as "Other Interesting arXiv Papers (week ending in November, 1 2014)" at <http://www.technologyreview.com/view/532236/other-interesting-arxiv-papers-week-ending-november-1-2014/>.
- 2014 MIT Technology Review selected the arXiv version of our WWW'14 paper [15] as "Other Interesting arXiv Papers (week ending May, 3 2014)" at <http://www.technologyreview.com/view/527091/other-interesting-arxiv-papers-week-ending-may-3-2014/>.
- 2011 MIT Technology Review wrote an article on our technical report about cheaters in the Steam Community [26] at <http://www.technologyreview.com/blog/arxiv/27441/>. The article was picked up by multiple news aggregators, including ACM Technews at <http://cacm.acm.org/news/144710>.

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## Service

- Program Committees WWW 2016, MobiSys 2016, HotMiddlebox 2016
- Workshop Organizer Exploration on Games and Gamers 2014
- Reviewer New Media in Society, The ACM Cloud and Autonomic Computing Conference, Computer Networks, Journal of Parallel and Distributed Computing, Super Computing

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## Skills

- Daily Use Ruby, R, Mac OS X, Linux, MongoDB, git
- Others Python, C/C++, SQL, Java, Ruby on Rails, Sinatra, Redis, Beanstalkd, numerous Ruby gems, Hadoop

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## Personal

- Video Games SMITE - ~2,200 casual Elo; living that Silver 1 ranked life, 100+ games in Steam Library; ~5 completed, Still able to beat my daughter in Mario Kart