Old Projects

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Patient Zero was a virtual pandemic simulator where you created a virus and spread it to other real players across the world. Designed to have just the right mix of realism and fun, you'll be compelled to drive just a few miles further than your destination so you can infect that person just out of your range.

I design and manage the database as well as code most/all of the back-end that supports the app and tracks infection spread.

We we're a two man development team working on it for fun in our spare time. We stopped work and shut it down due to lack of time.

Patient Zero might still have its own site: http://www.patientzeroapp.com

Cockfight



Cockfight is a cross-platform, 2D multiplayer video game that was developed as a project at UCSB. The game is written in Java and so is mostly cross platform. The game is a multiplayer Internet/LAN game in which players are either on the human team attempting to catch chickens, or the chicken team as a rooster and must protect the chickens and/or swarm the humans. To the right is a screenshot from an early alpha build of the game. If you would like to download a working version of the game, see the link below. For access to the source code, go to the SourceForge page. For bug reports, use the Launchpad link.

Download Cockfight

SourceForge project page

Launchpad bug tracker

Recursive Tees

Recursive Tees is a computer science/ geek t-shirt store I created. I noticed a lack of sites that were dedicated entirely to CS majors, so I decided to help fill the void. This site sells mainly mens and womens t-shirts that I have designed. Shirts are sold in partnership with Spreadshirt.

Check out Recursive Tees at: www.recursivetees.com

Conficker Checker

Conficker Checker is a very simple Java application I wrote that tests whether or not you have the Conficker virus. Ironically I wrote this on a Linux machine.

It does not help you get rid of the virus. It simply tells you yes, or no. This was one of the first applications I ever wrote.

So, get it here and see if you're infected or not. Just save it and double click like any other file.

Note: file download misplaced.

Artificial Neural Network

This is a backpropagation ANN I wrote from scratch in 2010 to analyze online orders and detect fraud. I cannot release the code in its current state, but I've started to generalize it for any purpose and plan to release it as open source (When I find the time).

AI Hub

AI Hub **was** a community website I started in August of 2005. The site was originally named 'Chatbot Hub' but was changed in 2008. The site was dedicated to helping those interested in AI and chatterbots as well as spreading information about them. The site contained frequently updated news, articles, reviews, downloads, and links.

AI Hub used to be at: www.aihub.org

I long ago sold the domain, but it seems recently the new owners are using it for AI related content again.

Fake News Script

'Fake News' is the first PHP script I wrote in Middle School. I wanted to learn more PHP, so in 2005 I wrote this as a more robust version of similar scripts I had seen online. This script can be easily implemented by anyone with a website and ftp access. You simply modify one file (with some basic info) and upload everything to your server.

As the name says, this script is for sending fake news stories to people. Simply fill out their name, city, etc. and it will send them a customized ridiculous news story.

This script was written in early 2005. It was distributed under the GNU General Public License (GPL) beginning in 2009. If you would like to modify or redistribute it you must keep the license and copyright information intact.

This script was listed on HotScripts.com.

It's currently still online here (though I'm not sure why): https://newspaper.freakycowbot.com/

Freakycowbot

Freakycowbot was an AIML based chatbot/ chatterbot that I started back in 2002. The chatterbot was mainly just for talking with, although it also contained some text based games and services. The bot was originally made for the AIM messaging service, but is no longer online. He could also talk via a web based system for times when he was bumped off AIM.

Freakycowbot went offline for good in mid 2009 (The service I was using to host it went down and I lost some of the source).

You can still visit the original website I wrote for it back in the day at: https://freakycowbot.com/

Leftover Lunch

Leftover Lunch was a site that my brother (Aaron) and I created in 2005 for the Contagious Media Showdown. This was a competition put on by Eyebeam to see who could create the most viral site. Our site came in a respectable 12th out of 60 for overall hits, and 19th for blog links. The competition was only put on one time.

Our entry, Leftover Lunch, was a site where users could submit and vote on... well... leftover lunches. We even got a mention on NPR.

You can find an archived version here.