

Michael Hilton

CONTACT INFORMATION	Institute for Software Research School of Computer Science Carnegie Mellon University	+1(412)268-7671 mhilton@cmu.edu http://www.cs.cmu.edu/~mhilton
RESEARCH INTERESTS	My main interest is both improving developer practices, and learning how to better teach those improved practices. Some specific areas of interest to me are: continuous integration, improving software engineering education, software engineering at startups, mob programming, structured editors and mobile computing.	
APPOINTMENTS	Carnegie Mellon University , Pittsburgh, PA USA 2017 - Present Assistant Teaching Professor Institute for Software Research (ISR) School of Computer Science (SCS)	
EDUCATION	Oregon State University , Corvallis, OR USA Ph.D., Computer Science , June 2017 <ul style="list-style-type: none">• Advisor: Dr. Danny Dig• Area of Study: Software Engineering• Thesis Topic: <i>Understanding and Improving Agile Development Practices</i> California Polytechnic State University , San Luis Obispo, CA USA M.S., Computer Science , March 2013 <ul style="list-style-type: none">• Advisor: Dr. David Janzen• Area of Study: Software Engineering• Thesis Topic: <i>Improving WebIDE through delightful design and gamification</i> San Diego State University , San Diego, CA USA B.S., Computer Science , May 2002, <i>Cum Laude</i> Grossmont Community College , El Cajon, CA USA A.S., May 1999	
AWARDS AND HONORS	ACM SIGSOFT Distinguished Paper Award Awarded to the top papers at a conference. Received at FSE 2017. ACM SIGSOFT Distinguished Paper Award Awarded to the top papers at a conference. Received at FSE 2016. J.L. Moore Doctoral Fellowship Awarded to Cal Poly CSC graduates who pursue Doctoral Studies in Computer Science. Received 2013,2014,2015	
TEACHING EXPERIENCE	Carnegie Mellon University , Pittsburgh, PA USA <ul style="list-style-type: none">• Spring '18 - 17-356 Software Engineering for Startups.• Spring '18 - 17-413 Software Engineering Practicum.• Fall '17 - 15-214: Principles of Software Construction: Objects, Design, and Concurrency. Oregon State University , Corvallis, OR USA <ul style="list-style-type: none">• Winter '16 - CS361: Software Engineering• Fall '16 - CS/ECE507 - Graduate Seminar (Introduction to Grad School) California Polytechnic State University , San Luis Obispo, CA USA <ul style="list-style-type: none">• Spring '13 - CSC/CPE 101 Fundamentals of Computer Science I	

PUBLICATIONS **Conferences**

1. Hilton, M., N. Nelson, T. Tunnell, D. Marinov, and D. Dig. Trade-offs in continuous integration: assurance, security, and flexibility. In: *Proceedings of the 2017 11th Joint Meeting on Foundations of Software Engineering, ESEC/FSE 2017, Paderborn, Germany, September 4-8, 2017*, pp.197–207. doi: [10 . 1145 / 3106237 . 3106270](https://doi.org/10.1145/3106237.3106270). http://www.cs.cmu.edu/~mhilton/docs/Hilton_CI_Tradeoffs.pdf.
2. Omar, C., I. Voysey, M. Hilton, J. Aldrich, and M. A. Hammer. Hazelnut: a bidirectionally typed structure editor calculus. In: *Proceedings of the 44th ACM SIGPLAN Symposium on Principles of Programming Languages, POPL 2017, Paris, France, January 18-20, 2017*, pp.86–99. <https://arxiv.org/abs/1607.04180>.
3. Hilton, M., N. Nelson, H. McDonald, S. McDonald, R. Metoyer, and D. Dig. TDDViz: Using Software Changes to Understand Conformance to Test Driven Development. In: *Proceedings of Agile Processes, in Software Engineering, and Extreme Programming: 17th International Conference. XP 2016*. <http://www.cs.cmu.edu/~mhilton/publications/2016/TDDViz.pdf>.
4. Hilton, M., T. Tunnell, K. Huang, D. Marinov, and D. Dig. Usage, costs, and benefits of continuous integration in open-source projects. In: *Proceedings of the 31st IEEE/ACM International Conference on Automated Software Engineering. ASE 2016*. <http://cope.eecs.oregonstate.edu/papers/OpenSourceCIUsage.pdf>.
5. Nguyen, A. T., M. Hilton, M. Codoban, H. A. Nguyen, L. Mast, E. Rademacher, T. N. Nguyen, and D. Dig. API code recommendation using statistical learning from fine-grained changes. In: *Proceedings of the 2016 24th ACM SIGSOFT International Symposium on Foundations of Software Engineering. FSE 2016*. http://www.cs.cmu.edu/~mhilton/publications/2016/APIRec_fse16.pdf.
6. Hilton, M., A. Christi, D. Dig, M. Moskal, S. Burckhardt, and N. Tillmann. Refactoring local to cloud data types for mobile apps. In: *Proceedings of the 1st International Conference on Mobile Software Engineering and Systems. MOBILESoft 2014*. <http://cope.eecs.oregonstate.edu/papers/RefactorToCloud.pdf>.
7. Janzen, D. S., J. Clements, and M. Hilton. An evaluation of interactive test-driven labs with WebIDE in CS0. In: *Proceedings of the 2013 International Conference on Software Engineering. ICSE 2013*. <http://dl.acm.org/citation.cfm?id=2486788.2486938&coll=DL&dl=GUIDE>.
8. Hilton, M. and D. S. Janzen. On teaching arrays with test-driven learning in WebIDE. In: *Proceedings of the 17th ACM annual conference on Innovation and technology in computer science education. ITiCSE 2012*. <http://dl.acm.org/citation.cfm?id=2325296.2325322&coll=DL&dl=GUIDE>.

PROFESSIONAL **Microsoft Research**, Redmond, WA USA

EXPERIENCE *Research Intern*

May 2017 to August 2017

- Studied how and why developers move between development teams

Steadfast Innovation, San Luis Obispo, CA USA

Mobile HTML5 developer

March 2013 to August 2013

- Developed HTML5 mobile app with real-time shared drawing capabilities

Independent Contractor, San Luis Obispo, CA USA

Software Developer

August 2011 to March 2013

- Worked remotely with Loan-management Software Company
- Developed applications to transition data using ASP.Net applications
- Worked closely with project manager to ensure correct transistion

Space and Naval Warfare Systems Center - Pacific, San Diego, CA USA

Software Engineer/Scientist

June 2002 to August 2011

- **Team Lead White House Situation Room Upgrade Project**
 - Team lead for Server portion of White House Situation Room Upgrade Project.
 - Responsible for Server team development effort in ASP.Net using C#. Also responsible for scheduling, resource management, and interfacing with Client team.
 - Responsible for managing and mentoring new hires
- **Lead Software Engineer**
 - Lead Engineer for a Navy Sponsored Web Based Data Aggregation Project consisting of six Government and Contractor Engineers. Responsible for tasking engineering team, monitoring progress, and overseeing new features. Also, meeting with client, and helping them develop requirements for project.
 - Responsible for briefing VIPs, including US Navy Admirals.
 - Member of Cyber-Warfare Strategy Planning meeting, which was comprised of senior leadership and outstanding engineers.
- **Software Engineer**
 - Primary Software Engineer for two projects starting with developing a demo from a concept, lead engineer for lifetime of the development cycle, including transition period once project was finished and delivered
 - Developed Embedded Application running on Windows Mobile in embedded Visual Basic and embedded C++ deployed and used by USN and US Coast Guard.

SERVICE	2018	Member of Program Committee, ISSTA 2018 Tool Demonstrations
	2018	Member of Program Committee, Artifact Evaluation Committee for ISSTA 2018 Artifacts
	2017, 2018	Member of Program Committee, Mining Software Repositories Challenge
	2017	Journal of Systems and Software
	2017	ACM Transactions on Software Engineering and Methodology (TOSEM)
	2017, 2016 and 2015	Video Chair at ACM's SPLASH (OOPSLA) conference
	2016	Student Volunteer at ACM/IEEE ICSE conference
	2013	Student Volunteer at ACM's SPLASH (OOPSLA) conference

STUDENT MENTORING	Lilly Mast (REU - Summer 2015 - Oregon State University) Code Completion Project
	Eli Rademacher (REU - Summer 2015 - Oregon State University) Code Completion Project
	Sean McDonald (REU - Summer 2014 - Oregon State University) TDD Visualization Project
	Hugh McDonald (REU - Summer 2014 - Oregon State University) TDD Visualization Project
	Nicolas Nelson (REU - Summer 2014 - Oregon State University) TDD Visualization Project
	Lucas David (REU - Summer 2012 - CalPoly) Improving WebIDE
	Vanessa Forney (REU - Summer 2012 - CalPoly) Improving WebIDE