Paige Rodeghero, PhD

CONTACT INFORMATION

Clemson University
School of Computing
316 McAdams Hall
Clemson, SC 29634

E-mail: paigerodeghero@gmail.com
WWW: paigerodeghero.com

EDUCATION

University of Notre Dame, Notre Dame, IN

PhD, Computer Science and Engineering, May 2018

- Area of Study: Software Engineering

M.S., Computer Science and Engineering, August 2017

Ball State University, Muncie, IN

B.S., Computer Science, May 2013

- Minor: Dance Performance

PROFESSIONAL EXPERIENCE

Clemson University, Clemson, South Carolina

Assistant Professor **August 2018 - Present**

- Directed software engineering research focused on productivity, remote work, social virtual reality (VR), onboarding, source code comprehension, computer science education, and software engineering for autism. Formed the Human Factors Software Engineering (HFSE) research team at Clemson University, composed of 4 PhD and 4 undergraduate students. The team was awarded over 1 million dollars for research in 2022. The HFSE research team published XYZ peer-reviewed research papers since 2018 and received multiple Best Paper Awards.
- Led the design, development, and research studies of "Virtual Desk," a virtual reality (VR) system for remote pair programming and software development team collaboration. The software system is available online as an open-source software (OSS) system. This research demonstrated that programmers solved almost twice as many source code bugs using "Virtual Desk" over traditional screen sharing. Additionally, the time for programmers to solve bugs was, on average, reduced when working in the VR environment. This work led to multiple peer-reviewed research publications.
- Founded and directed a coding camp for incoming undergraduate students and high school students with Autism Spectrum Disorder (ASD) to work on communication and collaboration skills through learning game programming. The camp ended with summative interviews where students reported improved programming skills, increased confidence in communication, and better experiences working with others. The interviews also demonstrated that students valued the opportunity to practice teaming, such as being more vocal in expressing ideas to their peers and working out differences of opinion. This work resulted in a publication at SIGCSE and a Best Paper Award.
- Formed a team of experts (an autism researcher at Microsoft Research, psychotherapist, ABA therapist, professional developers with and without ASD, and graduate students) to research, teach, and assist in developing the curriculum for the ASD coding camp. The material developed is available on GitHub for reusability and reproducibility.
- Developed strong collaborations with the Psychology and Statistics Departments at Clemson University, as well as external academic institutions and industry that resulted in multiple top-tier publications.
- Developed new curriculum for 5 undergraduate and graduate courses on software engineering. The new curriculum led to multiple students' open-source contributions on

GitHub repositories such as Microsoft/PowerToys and Microsoft/pxt. Recruited guest speakers from Apollo GraphQL and Google to guest lecture and network with students. Additionally, the graduate-level classes resulted in 2 peer-reviewed publications.
- Advised and mentored undergraduate and graduate students and new faculty.
- Recruited external speakers from both industry and academia and hosted the weekly School of Computing Seminars for two years. The seminars have resulted in collaborations across both internal and external departments.
- Hosted a broadening participation in computing workshop for the School of Computing faculty, staff, and graduate students. The workshop resulted in white papers with plans for next steps for the School's administration and faculty to further explore.
- Invited to speak at the Microsoft Research Summit 2021 on remote/hybrid software development and onboarding research.

Microsoft, Redmond, Washington (Remote)

Visiting Researcher/Consulting Researcher **May 2020 - November 2020**

- Researched remote software engineering team and individual productivity at Microsoft Research. This resulted in 3 peer-reviewed academic research publications and both external and internal Microsoft presentations.
- Collaborated with researchers, managers, and individual contributors across Microsoft and Microsoft Research to understand current productivity and onboarding challenges and provide recommendations. Along with publications, this work resulted in written recommendations to managers and newcomers onboarding remotely. This work resulted in multiple presentations across Microsoft, including a presentation to Satya Nadella.
- Since then, as of 2024 I am listed as a Key Collaborator for Microsoft's Developer Experience Lab.

University of Notre Dame, Notre Dame, Indiana

Software Engineering Research Assistant **June 2013 - May 2018**

- Led 12 software engineering research projects that collected data using surveys, interviews, observations, and data mining. Used both qualitative and quantitative methods for data analysis.
- Collaborated with a team of researchers on 15 separate projects to better understand source code comprehension. This work resulted in publications in both top-tier journals and conferences.
- Observed programmers and then mimicked their behaviors by writing and modifying algorithms. Researched eye tracking with professional programmers and the areas of source code that are important to read for source code comprehension. This work resolved an open question in software engineering as many papers reported different areas of source code to be the most important for comprehension. This work found the method signature to be the most important section of source code for reading comprehension. This work also resulted in an ACM Distinguished Paper Award at the International Conference on Software Engineering (ICSE).
- Conducted an empirical study that found evidence of programmer behaviour during summarization tasks. These findings show that programmers follow reading patterns that tend to give them a quicker understanding of the program, as opposed to a more in-depth understanding of source code.
- Contributed the analysis of actual user story conversations to the software engineering literature and created a novel approach that extracts user story information from transcripts of spoken conversations.
- Designed, developed, and conducted an international "Wizard of Oz" study that suggests programmers would use a virtual assistant bot to help fix source code bugs and would use a bot primarily to ask API-type questions.

ABB Corporate Research Center, Raleigh, North Carolina

Software Engineering Research Internship **April 2016 - July 2016**

- Collaborated with a team of software engineers and researchers from ABB Corporate Research and from the University of Zurich to design and develop a communication retrospection dashboard for the "FlowLight." FlowLight is an application that detects worker's levels of focus and changes their Skype Outlook status accordingly. Additionally, FlowLight changes the color status of a USB-powered bulb to inform local workers about their workflow status.
- Ran pilot studies with ABB employees and installed FlowLight hardware and software in the Argentina ABB location.
- After departure from ABB, ABB licensed FlowLight to Embrava, and it was renamed to "Embrava Flow." Additionally, researchers found that local and remote work interruptions were decreased by 46% when workers used the FlowLight system.

Alden Systems, Inc., Birmingham, Alabama

Software Engineering Internship **February 2016 - March 2016**

- Designed and implemented a reporting system on current project progress. The system reported on open user stories, open tasks, and open bug reports.

University of Alabama, Tuscaloosa, Alabama

Research Experiences for Undergraduates (REU) **June 2012 - July 2012**

- Pair programmed, designed and implemented a tool for detecting code clones within large software projects.

IDEE/Vizi Courseware, LLC, Muncie, Indiana

Software Developer **May 2010 - May 2013**

- Primary/Lead software developer at the startup.
- Designed and developed educational games in ActionScript for collegiate level courses to replace traditional textbooks for biology and mathematics classes. This resulted in hundreds of collegiate students purchasing digital copies each semester instead of traditional physical textbooks.

Ball State University, Muncie, Indiana

Software Developer **August 2012 - May 2013**

- Designed and developed two educational computer games for the Indiana State Museum. Collaborated with 11 team members that included software developers, a music engineer, and a visual artist.

FUNDING

[1] NSF DRL: ITEST: Preparing High School Students with Autism for the Future of Remote Software Development Work, 06/22-05/26, (PI), $1,080,688

[2] Clemson University Tiger Grant "Can a video game improve learner's ability to successfully perform ultrasound-guided IV placement?", (PI), $5,000

[3] "An Ecologically-valid Monitoring of Everyday Function App" Prisma Health 2021 Seed (Co-I)

[4] Robert H. Brooks Sports Science Institute (RHBSSI) Grant "Sideline Concussion Screening in Eye-Tracked Augmented Reality" (Co-PI) $45,780

[5] Notre Dame Eli J. and Helen Shaheen Graduate School Award 2018 $5000

[6] National Science Foundation Travel Award to attend ICSE 2016 $652

[7] SIGSOFT CAPS Travel Award to ICSE 2015 $1200

[8] National Science Foundation Travel Award to attend NasBase 2015 $660

[9] Notre Dame CSE GAANN Teaching Fellow $120,000

[10] CRA Travel Grant to attend CRA Grad Cohort 2014 $756.12

AWARDS & HONORS

[1] ACM SIGSOFT Distinguished Paper Award ICSE 2021

[2] Best Paper Award SIGCSE Experience Reports and Tools 2021

[3] Best Paper Award HAI 2020

[4] ACM SIGSOFT Distinguished Paper Award ICSE 2014

[5] Outstanding Graduate Student Teaching Awards 2014 $100

[6] Computer Science and Engineering Teaching Assistant Award 2013 $100

SELECTED PUBLICATIONS

[1] Moster, M., Kokinda, E., Boyer, D. M., **Rodeghero, P.** "Experiences with Summer Camp Communication via Discord", to appear in Proc. of the 46th IEEE/ACM International Conference on Software Engineering - Software Engineering Education and Training Track (ICSE SEET '24), Lisbon, Portugal, April 14-20, 2024.

[2] Moster, M., Boyer, D. M., **Rodeghero, P.**, "WIP: Exploring how an Unofficial Discord Server Supports Undergraduate Learning in Computer Science", presented at 2024 ASEE Annual Conference & Exposition, Portland, Oregon, USA, June 23-26, 2024.

[3] Kokinda, E., Moster, M., **Rodeghero, P.**, Boyer, D. M. (2024, May), "Informal Learning Opportunities - Neurodiversity, Self-Efficacy, and Motivation for Programming Interest", to be presented at International Conference on Computer Supported Education 2024 (CSEDU 24), Angers, France.

[4] Kokinda, E., **Rodeghero, P.**, Boyer, D. M. (2024, June), "WIP: Streamer and Viewer Interactions in Software and Game Development Live Streams", to be presented at 2024 ASEE Annual Conference & Exposition, Portland, Oregon.

[5] Kokinda, E., Moster, M., **Rodeghero, P.**, Boyer, D. M. (2024, June), "Compiling Resilience: A Study on First-Generation Women Pursuing Computing Degrees", to be presented at 2024 ASEE Annual Conference & Exposition, Portland, Oregon.

[6] Kokinda, E., **Rodeghero, P.** "Streaming Software Development: Accountability, Community, and Learning", The Journal of Systems and Software (2023).

[7] Kokinda, E., Moster, M., Dominic, J., **Rodeghero, P.** "Under the Bridge: Trolling and the Challenges of Recruiting Software Developers for Empirical Research Studies", Proc. of the 45th IEEE/ACM International Conference on Software Engineering - New Ideas and Emerging Results Track (ICSE NIER '23), Melbourne, Australia, 17-19 May 2023.

[8] *Moster, M., *Kokinda, E., **Rodeghero, P.**, McNeese, N. "Both Sides of the Story: Changing the "pre-existing culture of dread" surrounding student teamwork in breakout rooms", Proc. of the 2023 ACM on Human Computer Interaction, Computer Supported Cooperative Work (CSCW '23), Minneapolis, MN, USA, October 13-18, 2023.

[9] Moster, M., , Kokinda, E., Re, M., Dominic, J., Lehmann, J., Begel, A., **Rodeghero, P.** " 'Can You Help Me?' An Experience Report of Teamwork in a Game Coding Camp for Autistic High School Students", in Proc. of the 44th IEEE/ACM International Conference on Software Engineering - Software Engineering Education and Training Track (ICSE SEET '22), Pittsburgh, PA, USA, May 21-29, 2022.

[10] Moster, M., Chandra, A., Chu, C., Liu, W., **Rodeghero, P.** "In the Zone: An Analysis of the Music Practices of Remote Software Developers", in Proc. of the 2022 ACM/IEEE International Symposium on Empirical Software Engineering and Measurement (ESEM '22), Helsinki, Finland, September 19-23, 2022.

[11] Moster, M. "Investigating Communication Tools in SE Capstone Courses", in Proc. of the 2022 ACM Conference on International Computing Education Research V.2 (ICER '22), Lugano and Virtual Event, Switzerland, August 7–11, 2022.

[12] Moster, M., Begel, A., Boyer, D. M., **Rodeghero, P.** "A Longitudinal Study Exploring Autistic High Schoolers' Interests in CS", 4th Annual Autism at Work Research Workshop (AAWRW '22), Virtual, May 16-18, 2022.

[13] **Rodeghero, P.**, Zimmermann, T., Houck, B., Ford, D. "Please Turn Your Cameras On: Remote Onboarding of Software Developers during a Pandemic" in Proc. of the 43rd IEEE/ACM International Conferences on Software Engineering - Software Engineering in Practice (ICSE SEIP'21), Madrid, Spain, May 23-29, 2021.

[14] Moster, M., Ford, D., **Rodeghero, P.** "'Is My Mic On?' Preparing SE Students for Collaborative Remote Work and Hybrid Team Communication", in Proc. of the 43rd IEEE/ACM International Conference on Software Engineering - Joint Software Engineering Education and Training Track (ICSE JSEET'21), Madrid, Spain, May 23-29, 2021.

[15] Miller, C., **Rodeghero, P.**, Storey, M., Ford, D., Zimmermann, T. "How Was Your Weekend?" Software Development Teams Working From Home During COVID-19", in Proc. of the 43rd IEEE/ACM International Conference on Software Engineering (ICSE'21), Madrid (virtual), Spain, May 25-28, 2021.
ACM SIGSOFT Distinguished Paper Award

[16] Begel, A., Dominic, J., Phillis, C., Beeson, T., **Rodeghero, P.** "How a Remote Video Game Coding Camp Improved Autistic College Students' Self-Efficacy in Communication", in Proc. of the 51st Technical Symposium on Computer Science Education (SIGCSE'21), Toronto, Canada, March 13-20, 2021. **Best Paper Award**

[17] Dominic, J., Tubre, B., Kunkel, D., **Rodeghero, P.** "The human experience of comprehending source code in virtual reality", Empirical Software Engineering, Volume 27, article number 173, 2022.

[18] Huff Jr, E. W., Boateng, K., Moster, M., **Rodeghero, P.**, Brinkley, J. "Exploring the Perspectives of Teachers of the Visually Impaired Regarding Accessible K12 Computing Education", in Proc. of the 51st Technical Symposium on Computer Science Education (SIGCSE'21), Toronto, Canada, March 13-20, 2021.

[19] Tubre, B., **Rodeghero, P.** "Exploring the Challenges of Cloud Migrations During a Global Pandemic", in Proc. of the IEEE International Conference on Software Maintenance and Evolution (ICSME'20 Late Breaking Ideas), Adelaide, Australia, Sept. 27-Oct. 3, 2020.

[20] Dominic, J., Tubre, B., Ritter, C., Houser, J., Smith, C., **Rodeghero, P.** "Remote Pair Programming in Virtual Reality", in Proc. of the IEEE International Conference on Software Maintenance and Evolution (ICSME'20), Adelaide, Australia, Sept. 27-Oct. 3, 2020.

[21] Anderson, J., Steinmacher, I., **Rodeghero, P.** "Assessing the Characteristics of FOSS Contributions in Network Automation Projects", in Proc. of the IEEE International Conference on Software Maintenance and Evolution (ICSME'20), Adelaide, Australia, Sept. 27-Oct. 3, 2020.

[22] Flathmann, C., Schelble, B., Tubre, B., McNeese, N., **Rodeghero, P.** "Invoking Principles of Groupware to Develop and Evaluate Present and Future Human-Agent Teams", in Proc. of the 8th International Conference on Human-Agent Interaction (HAI'20), Sydney (online), Australia, Nov. 10-13, 2020. **Best Paper Award**

[23] Huff Jr, E. W., Boateng, K., Moster, M., **Rodeghero, P.**, Brinkley, J. "Examining the Work Experience of Programmers with Visual Impairments", in Proc. of the 36th International Conference on Software Maintenance and Evolution (ICSME NIER'20), Adelaide, Australia, Sept. 27-Oct. 3, 2020.

[24] **Rodeghero, P.**, Hernandez, T. "Empowering and Supporting Remote Software Development Team Members through a Culture of Allyship", in Proc. of the New Future of Work Symposium (New Future of Work), Microsoft Research, Virtual, August 3-5, 2020.

[25] Dominic, J., Tubre, B., Houser, J., Ritter, C., Kunkel, D., **Rodeghero, P.** "Program Comprehension in Virtual Reality", in Proc. of the International Conference on Program Comprehension (ICPC'20 ERA), Seoul, Korea, May 23-24, 2020.

[26] Dominic, J., Ritter, C., **Rodeghero, P.** "Onboarding Bot for Newcomers to Software Engineering", in Proc. of the International Conference on Software and Systems Process (ICSSP'20), Seoul, Korea, May 23-24, 2020.

[27] Shaydulin, R., Thomas, C., **Rodeghero, P.** "Making Quantum Computing Open: Lessons from Open-Source Projects", in Proc. of the 1st International Workshop on Quantum Software Engineering (Q-SE'20), Seoul, Korea, May 24-26, 2020.

[28] **Rodeghero, P.** "An Exploratory Field Study of Programmer Assistance-Seeking during Software Development", in Proc. of the 13th International Workshop on Cooperative and Human Aspects of Software Engineering (CHASE'20), Seoul, Korea, May 24, 2020.

[29] Dominic, J., Houser, J., Steinmacher, I., Ritter, C., **Rodeghero, P.** "Conversational Bot for Newcomers Onboarding to Open Source Projects", in Proc. of the 2nd International Workshop on Bots in Software Engineering (BotSE'20), Seoul, Korea, May 24, 2020.

[30] Canonico, L., Vakeel, V., Dominic, J., **Rodeghero, P.**, McNeese, N. "Human-AI Partnerships for Chaos Engineering ", in Proc. of the 8th International Workshop on Realizing Artificial Intelligence Synergies in Software Engineering (RAISE'20), Seoul, Korea, May 23, 2020.

[31] Milewicz, P., Pinto, P., **Rodeghero, P.** " Characterizing the Roles of Contributors in Open-source Scientific Software Projects", in Proc. of the 52th Mining Software Repositories (MSR'19), Montreal, QC, Canada, May 26-27, 2019.

[32] Milewicz, P., **Rodeghero, P.**, "Position Paper: Towards Usability as a First-Class Quality of Scientific Software", in Proc. of the 2019 International Workshop on Software Engineering for Science (SE4SCIENCE'19), Montreal, QC, Canada, May 28, 2019.

[33] **Rodeghero, P.**, McMillan, C., "Detecting Important Terms in Source Code for Program Comprehension", in Proc. of the 52th Hawaii International Conference on System Sciences (HICSS'19), Hawaii, USA, Jan. 8-11, 2019. **Nominated for Best Paper Award**

[34] Wood, A., **Rodeghero, P.**, Armaly, A., McMillan, C., "Detecting Speech Act Types in Developer Question/Answer Conversations During Bug Repair", in Proc. of the 26th ACM Symposium on the Foundations of Software Engineering (ESEC/FSE'18), Lake Buena Vista, Florida, USA, Nov. 4-9, 2018.

[35] Armaly, A., **Rodeghero, P.**, McMillan, C., "AudioHighlight: Code Skimming for Blind Programmers", in Proc. of the 34th IEEE International Conference on Software Maintenance and Evolution (ICSME'18), Madrid, Spain, Sept. 23-29, 2018.

[36] **Rodeghero, P.**, Jiang, S., Armaly, A., McMillan, C., "Detecting User Story Information in Developer-Client Conversations to Generate Extractive Summaries", in Proc. of the 39th ACM/IEEE International Conference on Software Engineering (ICSE'17), Buenos Aires, Argentina, May 20-28, 2017 (17% acceptance rate).

[37] Armaly, A., **Rodeghero**, P., McMillan, C., "A Comparison of Program Comprehension Strategies by Blind and Sighted Programmers", in Transactions on Software Engineering (TSE), accepted July 5, 2017. Journal First.

[38] **Rodeghero, P.**, "Behavior-Informed Algorithms for Automatic Documentation Generation", in the Proc. of the 33rd IEEE International Conference on Software Maintenance and Evolution (ICSME).

[39] **Rodeghero, P.**, McMillan, C., Shirley, A. "API Usage in Descriptions of Source Code Functionality", The International Workshop on API Usage and Evolution. Co-located with ICSE'17.

[40] **Rodeghero, P.**, Huo, D., Ding, T., McMillan, C., Gethers, M., "An Empirical Study on How Expert Knowledge Affects Bug Reports", Journal of Software: Evolution and Process. **Special issue containing the best papers** from the 30th International Conference on Software Maintenance and Evolution. Extensive revision and expansion of the conference paper.

[41] **Rodeghero, P.**, "Discovering Important Source Code Terms." The Proceedings 38th IEEE/ACM International Conference on Software Engineering (ICSE'16). ACM Student Research Competition, Austin, Texas, USA.

[42] **Rodeghero, P.**, McMillan, C., "An Empirical Study on the Patterns of Eye Movement during Summarization Tasks", in Proc. of the 9th International Symposium on Empirical Software Engineering and Measurement (ESEM'15), Beijing, China, Oct. 22-23, 2015, 10 pages.

[43] **Rodeghero, P.**, Liu, C., McBurney, P. W., McMillan, C., "An Eye-Tracking Study of Java Programmers and Application to Source Code Summarization", in IEEE Transactions on Software Engineering (TSE).

[44] **Rodeghero, P.**, McMillan, C., McBurney, P. W., Bosch, N., D'Mello, S., "Improving Automated Source Code Summarization via an Eye-Tracking Study of Programmers", in Proc. of 36th IEEE/ACM International Conference on Software Engineering (ICSE'14), Hyderabad, India, May 31-June 7 2014, 12 pages. (20% acceptance rate)
ACM SIGSOFT Distinguished Paper Award

Advising and Mentoring

PhD Committee Chair

- **James Dominic, PhD**, Clemson University, School of Computing, Defended May 2024.
- **Ella Kokinda, M.S.**, Clemson University, School of Computing, Jan. 2021-present
- **Makayla Moster, M.S.**, Clemson University, School of Computing, May 2020-Present

PhD Committee Member

- **Heba Aly**, Clemson University, School of Computing
- **Aaron Gluck**, Clemson University, School of Computing
- **Earl Huff**, Clemson University, School of Computing
- **Aubrey Lawson**, Clemson University, School of Computing

Graduate Students Mentoring

- **Shaurya Raghuvanshi**
- **Brock Tubre**
- **Shivam Shrichand Nahar**
- **Raghavendra Niteesh Ganugapati**
- **Matthew Re**

Undergraduate Students Mentoring

- **Gabe Jenkins**, Clemson University, School of Computing
- **Andrew Edward Jensen**, Clemson University, School of Computing
- **Camren John Khoury**, Clemson University, School of Computing
- **Ivan W Lin**, Clemson University, School of Computing
- **Scott Alan Logan**, Clemson University, School of Computing
- **Bryan David Pisciotti**, Clemson University, School of Computing
- **Jimmy L Tang**, Clemson University, School of Computing
- **Dhruv Gupta**, Clemson University, School of Computing
- **Sol H Lesesne**, Clemson University, School of Computing
- **John Zarnowski**, Clemson University, School of Computing
- **Millon McLendon**,Clemson University, School of Computing
- **H. David Gleaton**, Clemson University, School of Computing
- **Taylor Christina Le**, Clemson University, School of Computing
- **Christopher Jacob Broom**, Clemson University, School of Computing
- **Simon Chengyu Chu**, Carnegie Mellon University, School of Computing
- **Ryon Vinay Peddapalli**, Clemson University, School of Computing
- **Veronica Pimenova**, Carnegie Mellon University, School of Computing
- **Susan Li**, Clemson University, School of Computing
- **Yash Patel**, Clemson University, School of Computing
- **Rafael DeJesus**, Clemson University, School of Computing
- **Jada Houser**, Clemson University, School of Computing
- **Charles Ritter**, Clemson University, School of Computing

- **Colton Smith**, Clemson University, School of Computing
- **Abigail Shirey**, University of Notre Dame, Computer Science & Engineering
- **Ethan Ellis**, Clemson University, School of Computing
- **Chris Camacho Jr.**, Clemson University, School of Computing
- **Joseph M Watkins**, Clemson University, School of Computing
- **Jeffrey Wang**, Clemson University, School of Computing
- **Kellen Haas**, Clemson University, School of Computing

Teaching Experience

Clemson University, Clemson, South Carolina

- **CPSC 4720/6720** - Software Development Methodology (Spring 2020, Summer 2020, Spring 2021, Spring 2022, Spring 2023, Spring 2024)
- **CPSC 8710** - Foundations of Software Engineering (Fall 2018, Fall 2020, Fall 2021, Fall 2023)
- **CPSC 8810** - Human Factors of Software Engineering (Spring 2021, Spring 2023)
- **CPSC 3720** - Introduction to Software Engineering (Spring 2019, Fall 2021, Fall 2023)
- **CPSC 8880** - Directed Projects in Computer Science (Every semester as needed)
- **CPSC 8910** - Master's Thesis Research (Every semester as needed)
- **CPSC 9910** - Doctoral Dissertation Research (Every semester as needed)
- **CPSC 8720** - Software Specification (Spring 2023)

University of Notre Dame, Notre Dame, Indiana

- **CS 40877** - Educational Game Design (2017)
  - Instructor of Record, new course design
- **CS 40773** - Software Projects With Drones (2016)
  - Guest Lecturer
- **CS 40497** - Information Web Sciences (2014)
  - Teaching Assistant
- **CS 40424** - Human Computer Interaction (2013)
  - Teaching Assistant

Ball State University, Muncie, Indiana

- **Introduction to Computer Science** (2013)
  - Lab Instructor

PROFESSIONAL SERVICE

Steering Committee Service

- Member *International Working Conference on Source Code Analysis & Manipulation* (2019-2022)

Chair Service

- Program Co-Chair (RENE Track) *IEEE International Conference on Software Maintenance and Evolution* (2022)
- Program Co-Chair *SEmotion* (2021)
- Program Co-Chair *ACM Symposium on Eye Tracking Research & Applications* (2019)
- Program Co-Chair (Artifacts Track) *IEEE International Conference on Software Maintenance and Evolution* (2019)

Keynotes

- Keynote Speaker, *International Conference on Software Maintenance and Evolution (ICSME 2023)*, Bogotá, Colombia.

- Keynote Speaker, *Second International Workshop on Bots in Software Engineering (BotSE 2021)*, Madrid, Spain.

Committee Service

- Program Committee
- Program Committee *IEEE/ACM International Conference on Software Engineering* (2021, 2023, 2025)
- Program Committee *ACM Joint European Software Engineering Conference and Symposium on the Foundations of Software Engineering* (2020)
- Program Committee *Mining Software Repositories* (2020)
- Program Committee *Mining Software Repositories* (2019)
- Program Committee *IEEE/ACM International Conference on Program Comprehension* (2019)
- Program Committee *IEEE/ACM International Conference on Program Comprehension* (2018)
- Program Committee *Mining Software Repositories Program Competition Track* (2018)
- Program Committee *International Workshop on API Usage and Evolution* (2018)
- Organizing Committee, Publicity Chair and Social Media Chair for *IEEE Source Code Analysis and Metrics* (2018)
- Program Committee *IEEE International Conference on Software Maintenance and Evolution New Ideas and Emerging Results Track* (2017)
- Organizing Committee, Web Chair for *IEEE Source Code Analysis and Metrics* (2017)
- Organizing Committee, Student Volunteer for *IEEE International Conference on Software Maintenance and Evolution* (2016)

Referee Service

- Journal Reviewer for *Empirical Software Engineering* (2018, 2021, 2022)
- Journal Reviewer for *Transactions on Software Engineering* (2019, 2021, 2022)
- Journal Reviewer for *Journal of Systems and Software* (2017, 2020, 2021, 2022)
- Subreviewer for *IEEE International Conference on Software Analysis, Evolution, and Reengineering Early Research Achievements Track* (2016)
- Reviewer for *IEEE Transactions on Education* (2015)
- Subreviewer for *IEEE International Conference on Program Comprehension* (2015)

OTHER

Key Collaborator for Microsoft's Developer Experience Lab, Volunteer for Be My Eyes

MORE INFORMATION

More information and auxiliary documents can be found at
http://paigerodeghero.com/