# Carleton A. Moore | Curriculum Vitae

Information and Computer Sciences, University of Hawaii – Honolulu, HI 96822
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## Education

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|---|---|
| **University of Hawaii** | **Honolulu, HI** |
| *Ph.D., Computer Science* | *2000* |
| **University of Hawaii** | **Honolulu, HI** |
| *M.S., Information and Computer Sciences* | *1995* |
| **University of Colorado** | **Boulder, CO** |
| *B.S., Electrical Engineering and Computer Science* | *1988* |

## Academic Experience

**University of Hawaii** — **Honolulu, HI**
*Assistant Professor* — *2014–Present*

- ICS 111 Introduction to Computer Science I
- ICS 211 Introduction to Computer Science II
- ICS 215 Introduction to Scripting
- ICS 314 Software Engineering I
- ICS 414 Software Engineering II
- ICS 415 Introduction to Programming for the Web

**Collaborative Software Development Laboratory, University of Hawaii** — **Honolulu, HI**
*Senior Software Engineering Researcher* — *2012–December 2013*

**Collaborative Software Development Laboratory, University of Hawaii** — **Honolulu, HI**
*Research Assistant* — *1993–2000*

**Department of Information and Computer Sciences, University of Hawaii** — **Honolulu, HI**
*Teaching Assistant* — *1994–1995*

## Industry Experience

**Lockheed Martin Corporation, IS&GS** — **Honolulu, HI**
*Software Engineer* — *2010–2011*

**Lockheed Martin Corporation, IS&GS** — **Honolulu, HI**
*Software Engineering Manager* — *2006–2010*

**Lockheed Martin Corporation, IS&GS** — **Honolulu, HI**
*Software Engineer* — *2004–2006*

**Orincon Corporation** — **Kailua, HI**
*Software Engineer* — *2000–2004*

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|---|---|
| **Microsoft Research** | **Redmond, WA** |
| *Intern* | *2000* |
| **hotU, Inc** | **Honolulu, HI** |
| *Software Engineer* | *2000* |
| **DaimlerChrysler** | **Ulm, Germany** |
| *Intern* | *1999* |
| **Tektronix** | **Beaverton, OR** |
| *Intern* | *1996, 1997* |
| **Pacific International Center for High Technology Research** | **Honolulu, HI** |
| *Software Engineer* | *1995–1996* |
| **United States Army** | **Ft. Polk, LA** |
| *Platoon Leader* | *1991–1992* |
| **United States Army** | **Ft. Polk, LA** |
| *Assistant Staff Officer for Intelligence and Security* | *1989–1991* |

## Publications

### Journal articles

**Is GPA enough? A platform for promoting computer science undergraduates' pursuit of career related extracurricular activities**, S. Paek, P. Leong, P. Johnson, and C. Moore, *International Journal of Technology in Education and Science,* Volume 5, Number 1, 2021 (🖰 pdf)

**Beyond course work: expanding what's valued in computer science degree programs**, S. Paek, P. Leong, P. Johnson, and C. Moore, *Journal of Applied Research in Higher Education,* Volume 12, 2020 (🖰 pdf)

**Three principals for the design of energy feedback visualizations**, R.Brewer, Y. Xu, G. Lee, M. Katchuck, C. Moore, P. Johnson, *International Journal on Advances in Intelligent Systems,* Volume 6, No. 3, December 2013 (🖰 pdf)

**Empirically guided software effort guesstimation**, P. Johnson, C. Moore, J. Dane, R. Brewer, *IEEE Software,* Volume 17, No. 6, December 2000 (🖰 pdf)

### Book chapters

**Design and evaluation of the Makahiki open source serious game framework for sustainability education**, Y. Xu, P. Johnson, G. Lee, C. Moore, and R. Brewer, *Sustainability, Green IT and Education Strategies in the 21st Century,* T. Issa, editor. Springer, 2016. An earlier version appears in Proceedings of the 2014 International Conference on Sustainability, Technology, and Education, Taipei, Taiwan.

### Conference publications

**RadGrad: Removing the 'Extra' from Extracurricular to Improve Student Engagement, Retention, and Diversity,**, Philip M. Johnson, Carleton A. Moore, Peter Leong, and Seungoh Paek, *Proceedings of the 51st ACM Technical Symposium on Computer Science Education (SIGCSE 2020,* Portland, OR, March, 2020 (🖰 pdf)

**Makahiki: An open source serious game framework for sustainability education and conservation**, Y. Xu, P. Johnson, G. Lee, C. Moore, R. Brewer, *Proceedings of the 2014 International Conference on Sustainability, Technology, and Education,* New Taipei City, Taiwan, December, 2014 (🖰 pdf)

**SGSEAM: Assessing serious game frameworks from a stakeholder experience perspective**, Y. Xu, P. Johnson, C. Moore, R. Brewer, J. Takayama, *Proceedings of the First International Conference on Gameful Design, Research, and Applications,* Stratford, Ontario, Canada, October 2013 (📄 pdf)

**Energy feedback for smart grid consumers: Lessons learned from the Kukui Cup**, R. Brewer, Y. Xu, G. Lee, M. Katchuck, C. Moore, P. Johnson, *Proceedings of Energy 2013,* Lisbon, Portugal, March 2013 (📄 pdf)

**Makahiki+WattDepot: An open source software stack for next generation energy research and education**, P. Johnson, Y. Xu, R. Brewer, C. Moore, G. Lee, A. Connell, *Proceedings of the 2012 Conference on Information and Communication Technologies for Sustainability,* Zurich, Switzerland, February 2013 (📄 pdf)

**Beyond kWh: Myths and fixes for energy competition game design**, P. Johnson, Y. Xu, R. Brewer, G. Lee, M. Katchuck, C. Moore, *Proceedings of Meaningful Play 2012,* Lansing, Michigan, October 2012 (📄 pdf)

**Beyond the Personal Software Process: Metrics collection and analysis for the differently disciplined**, P. Johnson, H. Kou, J. Agustin, C. Chan, C. Moore, J. Miglani, S. Zhen, and W. Doane, *Proceedings of the 2003 International Conference on Software Engineering,* Portland, OR., May 2003 (📄 pdf)

### Workshop publications

**Investigating Strong Collaboration with the Annotated Egret Navigator**, P. Johnson and C. Moore, *Proceedings of the Fourth IEEE Workshop on Enabling Technologies: Infrastructure for Collaborative Enterprises,* April 1995

## Grants

**Using Degree Experience Plans to Improve Engagement, Retention, and Diversity of Undergraduates in Computer Science**
*National Science Foundation*                                                                2018-2022
P. Johnson, Principal Investigator; Peter Leong, Seungoh Paek, Carleton Moore, Co-PIs                $331,208