Carleton A. Moore | Curriculum Vitae

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

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Education

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*

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

Honors and Awards

Certificate in Effective College Instruction
Association of College and University Educators   2022