

# Carleton A. Moore | Curriculum Vitae

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## Education

<b>University of Hawaii</b> <i>Ph.D., Communication and Information Sciences</i>	<b>Honolulu, HI</b> 2000
<b>University of Hawaii</b> <i>M.S., Information and Computer Sciences</i>	<b>Honolulu, HI</b> 1955
<b>University of Colorado</b> <i>B.S., Electrical Engineering and Computer Science</i>	<b>Boulder, CO</b> 1988

## Academic Experience

<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 111 Introduction to Computer Science I</i>	<b>Honolulu, HI</b> Spring Semester 2018
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> Spring Semester 2018
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 111 Introduction to Computer Science I</i>	<b>Honolulu, HI</b> Fall Semester 2017
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> Fall Semester 2017
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 215 Introduction to Scripting</i>	<b>Honolulu, HI</b> Fall Semester 2017
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 111 Introduction to Computer Science I</i>	<b>Honolulu, HI</b> Spring Semester 2017
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> Spring Semester 2017
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 111 Introduction to Computer Science I</i>	<b>Honolulu, HI</b> Fall Semester 2016
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> Fall Semester 2016
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 111 Introduction to Computer Science I</i>	<b>Honolulu, HI</b> Spring Semester 2016

<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> <i>Spring Semester 2016</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Lecturer ICS 415 Introduction to Programming for the Web</i>	<b>Honolulu, HI</b> <i>Fall Semester 2015</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 215 Introduction to Scripting</i>	<b>Honolulu, HI</b> <i>Fall Semester 2015</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> <i>Spring Semester 2015</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> <i>Fall Semester 2014</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 215 Introduction to Scripting</i>	<b>Honolulu, HI</b> <i>Fall Semester 2014</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Assistant Professor ICS 211 Introduction to Computer Science II</i>	<b>Honolulu, HI</b> <i>Spring Semester 2014</i>
<b>Information and Computer Sciences Department, University of Hawaii</b> <i>Lecturer ICS 415 Introduction to Programming for the Web</i>	<b>Honolulu, HI</b> <i>Fall Semester 2013</i>
<b>Collaborative Software Development Laboratory, University of Hawaii</b> <i>Senior Software Engineering Researcher</i>	<b>Honolulu, HI</b> <i>2012–December 2013</i>
<b>Collaborative Software Development Laboratory, University of Hawaii</b> <i>Research Assistant</i>	<b>Honolulu, HI</b> <i>1993–2000</i>
<b>Department of Information and Computer Sciences, University of Hawaii</b> <i>Teaching Assistant</i>	<b>Honolulu, HI</b> <i>1994–1995</i>

## Industry Experience

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<b>Lockheed Martin Corporation, IS&amp;GS</b> <i>Software Engineer</i>	<b>Honolulu, HI</b> <i>2010–2011</i>
<b>Lockheed Martin Corporation, IS&amp;GS</b> <i>Software Engineering Manager</i>	<b>Honolulu, HI</b> <i>2006–2010</i>
<b>Lockheed Martin Corporation, IS&amp;GS</b> <i>Software Engineer</i>	<b>Honolulu, HI</b> <i>2004–2006</i>
<b>Orincon Corporation</b> <i>Software Engineer</i>	<b>Kailua, HI</b> <i>2000–2004</i>
<b>Microsoft Research</b> <i>Intern</i>	<b>Redmond, WA</b> <i>2000</i>
<b>hotU, Inc</b> <i>Software Engineer</i>	<b>Honolulu, HI</b> <i>2000</i>
<b>DaimlerChrysler</b> <i>Intern</i>	<b>Ulm, Germany</b> <i>1999</i>

<b>Tektronix</b> <i>Intern</i>	<b>Beaverton, OR</b> <i>1996, 1997</i>
<b>Pacific International Center for High Technology Research</b> <i>Software Engineer</i>	<b>Honolulu, HI</b> <i>1995–1996</i>
<b>United States Army</b> <i>Platoon Leader</i>	<b>Ft. Polk, LA</b> <i>1991–1992</i>
<b>United States Army</b> <i>Assistant Staff Officer for Intelligence and Security</i>	<b>Ft. Polk, LA</b> <i>1989–1991</i>

## Publications

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- R. Brewer, Y. Xu, G. Lee, M. Katchuck, C. Moore, and P. Johnson. Energy feedback for smart grid consumers: Lessons learned from the kukui cup. In *Proceedings of Energy 2013*, 2013.
- R. David Dikeman, Carleton A. Moore, Kristine Bell, and Harry Van Trees. Real time stap for uesa radar. In *IET International Conference on Radar Systems*, 2007.
- P. Johnson, H. Kou, J. Agustin, C. Chan, C. Moore, J. Miglani, S. Zhen, and W. Doane. Beyond the personal software process: Metrics collection and analysis for the differently disciplined. In *Proceedings of the 2003 International Conference on Software Engineering*, 2003.
- P. Johnson and C. Moore. Investigating strong collaboration with the annotated egret navigator. In *Proceedings of the Fourth IEEE Workshop on Enabling Technologies: Infrastructure for Collaborative Enterprises*, April 1995.
- P. Johnson, C. Moore, J. Dane, and R. Brewer. Empirically guided software effort guesstimation. *IEEE Software*, Volume 17 No. 6, December 2000.
- P. Johnson, Y. Xu, R. Brewer, G. Lee, M. Katchuck, and C. Moore. Beyond kwh: Myths and fixes for energy competition game design. In *Proceedings of Meaningful Play 2012*, 2012.
- P. Johnson, Y. Xu, R. Brewer, C. Moore, G. Lee, and A. Connell. Makahiki+wattdepot: An open source software stack for next generation energy research and education. In *Proceedings of the 2012 Conference on Information and Communication Technologies for Sustainability*, 2013.
- C. Moore. Supporting authoring and learning in a strongly collaborative hypertext system: The annotated egret navigator. Master's thesis, University of Hawaii, Manoa, 1995.
- C. Moore. Leap: Personal process improvement for the differently disciplined. In *Proceedings of the Doctoral Workshop from the 1999 International Conference on Software Engineering*, 1999.
- C. Moore. *Investigating Individual Software Development: An Evaluation of the Leap Toolkit*. PhD thesis, University of Hawaii, Manoa, 2000.
- C. Moore. Project leap: Addressing measurement dysfunction in review. In *Proceedings of the Eighth International Conference on Human-Computer Interaction*, August 1999.

C. Moore. Lessons learned from teaching reflective software engineering using the leap toolkit. In *Proceedings of the 2000 International Conference on Software Engineering, Workshop on Software Engineering Education*, May 2000.

Y. Xu, P. Johnson, G. Lee, C. Moore, and R. Brewer. *Design and evaluation of the Makahiki open source serious game framework for sustainability education*. Sustainability, Green IT and Education Strategies in the 21st Century, 2016.