Carleton A. Moore | Curriculum Vitae

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Education

University of Hawaii	**Honolulu, HI**
Ph.D., Communication and Information Sciences	*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

Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II	*Spring Semester 2021*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 314 Software Engineering I	*Spring Semester 2021*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 414 Software Engineering II	*Spring Semester 2021*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II	*Fall Semester 2020*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 414 Software Engineering II	*Fall Semester 2020*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II	*Spring Semester 2020*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 314 Software Engineering I	*Spring Semester 2020*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II	*Fall Semester 2019*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 314 Software Engineering I	*Fall Semester 2019*
Information and Computer Sciences Department, University of Hawaii	**Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II	*Spring Semester 2019*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 314 Software Engineering I   *Spring Semester 2019*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Fall Semester 2018*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 314 Software Engineering I   *Fall Semester 2018*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 111 Introduction to Computer Science I   *Spring Semester 2018*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Spring Semester 2018*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 111 Introduction to Computer Science I   *Fall Semester 2017*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Fall Semester 2017*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 215 Introduction to Scripting   *Fall Semester 2017*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 111 Introduction to Computer Science I   *Spring Semester 2017*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Spring Semester 2017*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 111 Introduction to Computer Science I   *Fall Semester 2016*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Fall Semester 2016*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 111 Introduction to Computer Science I   *Spring Semester 2016*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Spring Semester 2016*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 415 Introduction to Programming for the Web   *Fall Semester 2015*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 215 Introduction to Scripting   *Fall Semester 2015*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Spring Semester 2015*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Fall Semester 2014*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 215 Introduction to Scripting   *Fall Semester 2014*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Assistant Professor ICS 211 Introduction to Computer Science II   *Spring Semester 2014*

Information and Computer Sciences Department, University of Hawaii   **Honolulu, HI**
Lecturer ICS 415 Introduction to Programming for the Web   *Fall Semester 2013*

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

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, C. Moore, P. Leong, and S. Paek. Dep/radgrad: Enhancing individualized learning plans and communities of practice to improve engagement, retention, and diversity in undergraduate computer science education. Report CSDL-18-01, CSDL, 2018.

P. Johnson, C. Moore, P. Leong, and S. Paek. Radgrad: Removing the 'extra' from extracurricular to improve student engagement, retention, and diversity. In *Proceedings of the 51st ACM Technical Symposium on Computer Science Education (SIGCSE 2020)*, March 2020.

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.

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

S. Paek, P. Leong, P. Johnson, and C. Moore. Beyond course work: expanding what's valued in computer science degree programs. *Journal of Applied Research in Higher Education*, Volume 12, Number 4, September 2020.

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.