

MIHAI CODOBAN

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INTERESTS

Design and build software that augments people's lives: just like hand tools enhance and extend what we can do with our hands, software should enhance and extend what we can do with our minds. More specifically, design and build tools that enhance the way developers write software. This broad interest spans topics such as how developers change and understand software, reverse engineer design, assess change impact, build mental models, etc.

INDUSTRY EXPERIENCE

present	Microsoft , Software Engineer	Redmond, WA
10/2015	Build Tools Team, TSE (Tools for Software Engineers)	
06/2012	LN-Software , Software Engineer	Timisoara, Romania
11/2011	Contributed to the design, implementation, and testing of a formal specification modeling workbench built in Eclipse RCP.	

RESEARCH EXPERIENCE

09/2015	Graduate Research Assistant	Oregon State University
08/2013	Used qualitative methods to study the problems developers face when examining software history. Implemented Eclipse and IntelliJ plugins to record and replay developers' fine grained IDE interactions.	
08/2013	Graduate Research Assistant	University of Illinois at Urbana-Champaign
08/2012	Empirical study on the differences between centralized and distributed software repository usage. Implemented a tool pipeline to traverse and analyze software repositories.	
08/2011	Undergraduate Research Intern	University of Illinois at Urbana-Champaign
05/2011	Developed a refactoring tool to update the clients of a class to use an immutable version of that class.	

EDUCATION

09/2015	Oregon State University	Corvallis, OR
08/2013	Masters in Computer Science Course focus: Human aspects of software development Thesis: A Comparative Study on How SVN and Git Affect Software Changes	
08/2013	University of Illinois at Urbana-Champaign	Urbana, IL
08/2012	Ph.D. in Computer Science (transferred to Oregon State University) Course focus: software design, HCI, and programming language semantics	
07/2011	"Politehnica" University of Timisoara	Timisoara, Romania
07/2007	B.S. in Computer and Information Technology Course focus: Software Engineering track (courses in software design, architecture, quality, and evolution) Thesis: On the correlation between software design flaws, bugs, and defects	

TEACHING EXPERIENCE

	Teaching Assistant	
spring 2013	Software Engineering II (CS 428)	University of Illinois at Urbana-Champaign
fall 2011	Introduction to Programming	"Politehnica" University of Timisoara

PUBLICATIONS

- ICSME 15** **Software History Under the Lens: A Study on Why and How Developers Examine It**
Mihai Codoban, Sruti Srinivasa Ragavan, Danny Dig, Brian Bailey
- ICSE 14** **How Do Centralized and Distributed Version Control Systems Impact Software Changes?**
Caius Brindescu, Mihai Codoban, Sergii Shmarkatiuk, Danny Dig
- ICSE 14** **Mining Fine-Grained Code Changes to Detect Unknown Change Patterns**
Stas Negara, Mihai Codoban, Danny Dig, Ralph E. Johnson
- WCRE 11** **iProblems - an integrated instrument for reporting design flaws, vulnerabilities and defects**
Mihai Codoban, Radu Marinescu, Cristina Marinescu