MAKAYLA MOSTER

mmoster@clemson.edu | mmoster | makayla-moster | makayla-moster.github.io

EDUCATION

Clemson University Clemson, SC
Ph.D. Candidate in Computer Science *Aug. 2019 – Present*
- Robert M. Geist Fellowship 2019 – 2020
- Teaching Certificate in Engineering & Science Education Jan. 2020 – Present

Clemson University Clemson, SC
M.S. in Computer Science *Aug. 2019 – May 2021*

University of North Carolina Wilmington Wilmington, NC
B.S. Honors in Computer Science *Aug. 2015 – May 2019*
- Concentration in Digital Arts
- Magna Cum Laude 3.886 / 4.0
- Thesis title: "Conforming Realistic, Procedural Tree Models to User-Drawn Shapes"

EXPERIENCE

Computer Game Coding Camp for Autism Jan. 2021 – Present
Instructor/Researcher *codeatclemson.com*
- Developed 2D game development course content and activities for the 2021 camp.
- Lead camp instruction/developed content for one full day of camp.

Graduate Teaching Assistant Aug. 2019 – Dec. 2019, Aug. 2020 – Present
School of Computing *Clemson University*
- CPSC 4910/4911 [Seminar in Professional Issues II] S21, F21, S22
  - Conducted lab lectures, provided aid, and was scrum master for 3 sections of student SE teams. (approx. 60 undergraduate students)
- CPSC 1010/1011 [Computer Science I] F19, F20
  - Conducted lab lectures, provided aid and office hours, and graded weekly introductory programming assignments for 3 sections of students. (60 undergraduate students)

Graduate Research Assistant Jan. 2020 – May 2020
School of Computing *Clemson University*
- Developed code to model reaction-diffusion systems over arbitrary meshes under the guidance of Dr. Daljit Singh Dhillon.

Computer Science Tutor Sept. 2018 – Dec. 2018
Department of Computer Science *University of North Carolina Wilmington*
- Tutored students in multiple computer science courses including Introduction to Programming, Discrete Mathematics, Data Structures, and Object-Oriented Programming.

Engineering Expectations Summer & Weekend Camps June 2018 – Aug. 2019
Instructor *University of North Carolina Wilmington*
- Taught children how to code in HTML/CSS, Python, Java, and Scratch in several week-long and weekend computer science camps. (20 students/camp)

PUBLICATIONS

2022

- **Moster, M.**, Kokinda, E., Re, M., Dominic, J., Lehmann, J., Begel, A., Rodeghero, P. " 'Can You Help Me?' An Experience Report of Teamwork in a Game Coding Camp for Autistic High School Students", to appear in Proc. of the 44th IEEE/ACM International Conference on Software Engineering - Software Engineering Education and Training Track (ICSE SEET '22), Pittsburgh, PA, USA, May 21-29, 2022.

2021

- **Moster, M.**, Ford, D., Rodeghero, P. " 'Is My Mic On?' Preparing SE Students for Collaborative Remote Work and Hybrid Team Communication", in Proc. of the 43rd IEEE/ACM International Conference on Software Engineering - Joint Software Engineering and Education Track (ICSE JSEET '21), Madrid, Spain, May 23-29, 2021.
- Huff Jr, E. W., Boateng, K., **Moster, M.**, Rodeghero, P., Brinkley, J. "Exploring the Perspectives of Teachers of the Visually Impaired Regarding Accessible K12 Computing Education", in Proc. of the 51st Technical Symposium on Computer Science Education (SIGCSE '21), Toronto, Canada, March 13-20, 2021.

2020

- Huff Jr, E. W., Boateng, K., **Moster, M.**, Rodeghero, P., Brinkley, J. "Examining the Work Experience of Programmers with Visual Impairments", in Proc. of the 36th International Conference on Software Maintenance and Evolution - New Ideas and Emerging Results Track (ICSME NIER '20), Adelaide, Australia, Sept. 27-Oct. 3, 2020.

AWARDS, FELLOWSHIPS, AND HONORS

Graduate Travel Grant to attend ICSME 2020
Recipient *Clemson University*

Robert M. Geist III Fellowship in Computing Aug. 2019 – May 2020
Recipient *Clemson University*

Upsilon Pi Epsilon Apr. 2018
UNCW Chapter President *2018 - 2019*

- Inducted into the UNCW chapter of Upsilon Pi Epsilon, the international honors society for the Computing and Information disciplines.

Dean's List Aug. 2015 – May 2019
8 semesters *University of North Carolina Wilmington*

RELEVANT COURSEWORK

- Teaching Undergraduate Engineering
- The Science of Teamwork and Technology
- Teaching STEM Online
- Research Methods for Human-Centered Computing
- Foundations of Software Engineering

REVIEWING EXPERIENCE

Computer-Supported Cooperative Work 2022
Reviewer *CSCW 2022*

Int'l Workshop on Emotion Awareness in Software Engineering 2021
Reviewer *SEmotion 2021*

ACM Joint ESEC and Symposium on the FSE 2021
Subreviewer *ESEC/FSE 2021*

CONFERENCES ATTENDED

2021

- Special Interest Group Computer Science Education (SIGCSE) Technical Symposium [Virtual]
- International Conference on Software Engineering (ICSE), Spain [SV, Virtual]
- Microsoft Research Summit (MSR Summit) [Virtual]

2020

- International Conference on Software Engineering (ICSE), South Korea [Virtual]
- International Conference on Software Maintenance and Evolution (ICSME), Australia [Virtual]

EXTRACURRICULARS AND SERVICE

CUhackit (Hackathon) January 29-30, 2022
Hacker on team Fractals.tech *CUhackit at Clemson University*

ICSE 2021 Student Volunteer May 2021
SV for FormaliSE 2021 *Madrid, Spain (Virtual)*

SEMotion 2021 Program Committee Dec. 2020 – May 2021
PC Member *ICSE 2021 Workshop website*

SEMotion 2021 Chair Dec. 2020 – May 2021
Website Chair *ICSE 2021 Workshop website*

- Deployed, edited, and kept website up-to-date before and during conference period.

Letters to a Pre-Scientist Program Aug. 2020 – Present
Pen Pal *www.prescientist.org*

- Corresponded through letters with an elementary school student each school year who is interested in learning more about STEM.
- Received an **award for Exceptionally Engaging Letters** for the 2020-2021 school year.

SKILLS

Research Methods: Survey & Design, Interview & Design, Qualitative Analysis, Quantitative Analysis

Programming Languages: Python, Java, C++, LaTeX, HTML/CSS

Tools: OpenGL, Maya, Git, GitHub, Adobe Photoshop, Adobe Illustrator, Adobe XD, MAXQDA, Azure DevOps, Qualtrics, Taguette

Languages: English (fluent), Spanish (limited conversant)