

# Makayla Muster

Updated October 1, 2022

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**LinkedIn:** [//mmoster](https://www.linkedin.com/in/mmoster)   **ORCID:** [Makayla Muster](https://orcid.org/0000-0001-9412-1000)   **Google Scholar:** [Makayla Muster](https://scholar.google.com/citations?user=mmoster)

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**Research Interests**   Computer Science & Software Engineering Education, Remote/Hybrid Work & Learning, Human-Computer Interaction, Productivity

**Education**   **Clemson University**   Clemson, SC  
Ph.D. Candidate in Computer Science   August 2019 – Present  
Advisor: [Paige Rodeghero](#)

**Clemson University**   Clemson, SC  
Graduate Certificate, Engineering and Science Education   December 2022

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

**University of North Carolina Wilmington**   Wilmington, NC  
B.S. Honors in Computer Science, concentration in Digital Arts   May 2019  
Magna Cum Laude   GPA: 3.886  
Thesis: “Conforming Realistic, Procedural Tree Models to User-Drawn Shapes”  
Advisor: [Brittany Morago](#)   Committee: Toni Pence and Russell Herman

**Research Experience**   **Research Assistant, HFSE Lab**   May 2020 – Present  
Advisor: [Paige Rodeghero](#)   Clemson University  
Studying how communication tools prepare collegiate software engineering students for roles in industry.  
Examining how computer coding camps for autism impact students’ self-efficacy and communication skills.

**Researcher, EdASE Coding Camp for Autism**   Jan. 2021 – Present  
EdASE Directors: [Paige Rodeghero](#) and [Andrew Begel](#)   [codeatclemson.com](https://codeatclemson.com)  
Examining how computer coding camps for autism impact students’ self-efficacy and communication skills.

**Research Assistant, Visual Computing Lab**   Jan. 2020 – May 2020  
Advisor: [Daljit Singh Dhillon](#)   Clemson University  
Developed code to model reaction-diffusion systems over arbitrary meshes.

**Teaching Experience**   **Instructor, EdASE Coding Camp for Autism**   2021, 2022  
Developed 2D game development course content and activities.

Lead camp instruction and developed content for multiple days of camp.

**Graduate Teaching Assistant** Fall 2019, Fall 2020 – Present

**CPSC 4910/4911:** Seminar in Professional Issues II S21, F21, S22, F22

Conducted lab lectures, provided aid, and was scrum master for 3 sections of student SE teams. (approx. 60 - 80 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)

**Instructor, Summer & Weekend Camps** June 2018 – Aug. 2019

Engineering Expectations 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

### Peer-Reviewed Conference Papers 2022

**Moster, M.**, Chandra, A., Chu, C., Liu, W., Rodeghero, P. “In the Zone: An Analysis of the Music Practices of Remote Software Developers”, in Proc. of the 2022 ACM/IEEE International Symposium on Empirical Software Engineering and Measurement ([ESEM '22](#)), Helsinki, Finland, September 19-23, 2022.

**Moster, M.** “Investigating Communication Tools in SE Capstone Courses”, in Proc. of the 2022 ACM Conference on International Computing Education Research V.2 ([ICER '22](#)), Lugano and Virtual Event, Switzerland, August 7–11, 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”, 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., <b>Moster, M.</b> , 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 ( <a href="#">SIGCSE ‘21</a> ), Toronto, Canada, March 13-20, 2021.	
2020	Huff Jr, E. W., Boateng, K., <b>Moster, M.</b> , 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 ( <a href="#">ICSME NIER ‘20</a> ), Adelaide, Australia, Sept. 27-Oct. 3, 2020.	
Workshop Papers		
2022	<b>Moster, M.</b> , Begel, A., Boyer, D. M., Rodeghero, P. “A Longitudinal Study Exploring Autistic High Schoolers’ Interests in CS”, 4th Annual Autism at Work Research Workshop ( <a href="#">AAWRW ‘22</a> ), Virtual, May 16-18, 2022.	
Professional Memberships	<b>Member, IEEE</b>	2021 – Present
	<b>Member, Upsilon Pi Epsilon</b>	2018 – Present
	Inducted into the UNCW chapter of Upsilon Pi Epsilon, the international honors society for the Computing and Information disciplines.	
Honors and Awards	Graduate Student Travel Grant (Clemson University GSG)	2020
	Robert M. Geist III Fellowship in Computing (Clemson University)	2019
	Dean’s List (8 semesters, UNCW)	2015 – 2019
Service and Outreach	<b>President</b>	School of Computing Graduate Student Association Clemson University Aug. 2022 – Present
	President of SoCGSA, a student organization that represents and holds events for computing graduate students.	
	<b>Invited Panelist</b>	New Graduate Student & Postdoc Teaching Conference Clemson University Aug. 2022
	<b>Student Volunteer</b>	<a href="#">Carolinas Women In Computing Conference 2022</a> University of North Carolina Wilmington April 2022
	<b>Hackathon Participant</b>	<a href="#">CUhackit 2022</a> Clemson University January 29-30, 2022
	<b>Student Volunteer</b>	<a href="#">ICSE 2021</a> Madrid, Spain (Virtual) May 2021
	<b>Program Committee Member &amp; Website Chair</b>	<a href="#">SEmotion 2021</a> Madrid, Spain (Virtual) May 2021

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

**Pen Pal**, [Letters to a Prescientist Program](#) Aug. 2020 – Present  
Corresponded through letters with an elementary school student each school year who is interested in learning more about STEM careers.  
Received an **award for Exceptionally Engaging Letters** for the 2020-2021 school year.

**President**, Upsilon Pi Epsilon  
University of North Carolina Wilmington Aug. 2018 – May 2019

## Skills

### Research Methods

Survey & Design, Interview & Design, Qualitative Analysis, Quantitative Analysis, Grounded Theory

### Programming Languages

Python, Java, C++, 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)