

MAKAYLA MOSTER

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EDUCATION

Clemson University

Ph.D. Candidate in Computer Science

- Robert M. Geist Fellowship
- Teaching Certificate in Engineering & Science Education

Clemson, SC

Aug. 2019 – Present

2019 – 2020

Jan. 2020 – Present

Clemson University

M.S. in Computer Science

Clemson, SC

Aug. 2019 – May 2021

University of North Carolina Wilmington

B.S. Honors in Computer Science

- Concentration in Digital Arts

- Magna Cum Laude

- Thesis title: “Conforming Realistic, Procedural Tree Models to User-Drawn Shapes”

Wilmington, NC

Aug. 2015 – May 2019

3.886 / 4.0

EXPERIENCE

Computer Game Coding Camp for Autism

Instructor/Researcher

- Developed 2D game development course content and activities for the 2021 camp.
- Lead camp instruction/developed content for one full day of camp.

Jan. 2021 – Present

codeatclemson.com

Graduate Teaching Assistant

School of Computing

- CPSC 4910/4911 [Seminar in Professional Issues II]

- * 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]

- * Conducted lab lectures, provided aid and office hours, and graded weekly introductory programming assignments for 3 sections of students. (60 undergraduate students)

Aug. 2019 – Dec. 2019, Aug. 2020 – Present

Clemson University

S21, F21, S22

F19, F20

Graduate Research Assistant

School of Computing

- Developed code to model reaction-diffusion systems over arbitrary meshes under the guidance of Dr. Daljit Singh Dhillon.

Jan. 2020 – May 2020

Clemson University

Computer Science Tutor

Department of Computer Science

- Tutored students in multiple computer science courses including Introduction to Programming, Discrete Mathematics, Data Structures, and Object-Oriented Programming.

Sept. 2018 – Dec. 2018

University of North Carolina Wilmington

Engineering Expectations Summer & Weekend Camps

Instructor

- Taught children how to code in HTML/CSS, Python, Java, and Scratch in several week-long and weekend computer science camps. (20 students/camp)

June 2018 – Aug. 2019

University of North Carolina Wilmington

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

Recipient

2020

Clemson University

Robert M. Geist III Fellowship in Computing

Recipient

Aug. 2019 – May 2020

Clemson University

Upsilon Pi Epsilon

UNCW Chapter President

Apr. 2018

2018 - 2019

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

Dean’s List

8 semesters

Aug. 2015 – May 2019

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 <i>Reviewer</i>	2022 <u>CSCW 2022</u>
Int'l Workshop on Emotion Awareness in Software Engineering <i>Reviewer</i>	2021 <u>SEmotion 2021</u>
ACM Joint ESEC and Symposium on the FSE <i>Subreviewer</i>	2021 <u>ESEC/FSE 2021</u>

CONFERENCES ATTENDED

2022

- Carolinas Women in Computing (CWIC), UNCW, Wilmington, NC, USA

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) <i>Hacker on team <u>Fractals.tech</u></i>	January 29-30, 2022 <u>CUhackit at Clemson University</u>
ICSE 2021 Student Volunteer <i>SV for <u>FormaliSE 2021</u></i>	May 2021 Madrid, Spain (Virtual)
SEMotion 2021 Program Committee <i>PC Member</i>	Dec. 2020 – May 2021 <u>ICSE 2021 Workshop website</u>
SEMotion 2021 Chair <i>Website Chair</i>	Dec. 2020 – May 2021 <u>ICSE 2021 Workshop website</u>
<ul style="list-style-type: none">• Deployed, edited, and kept website up-to-date before and during conference period.	
Letters to a Pre-Scientist Program <i>Pen Pal</i>	Aug. 2020 – Present <u>www.prescientist.org</u>
<ul style="list-style-type: none">• 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)