

MAKAYLA MOSTER

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EDUCATION

Clemson University

Ph.D. Candidate in Computer Science

- Robert M. Geist Fellowship

Clemson, SC

Aug. 2019 – Present

2019 – 2020

Clemson University

M.S. in Computer Science

Clemson, SC

Aug. 2019 – May 2021

University of North Carolina Wilmington

B.S. Honors in Computer Science

Wilmington, NC

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

Instructor/Researcher

Jan. 2021 – Present

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

School of Computing

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

Clemson University

- CPSC 4910/4911 [Seminar in Professional Issues II] Spring & Fall 2021, Spring 2022
 - * 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] Fall 2019, Fall 2020
 - * 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

School of Computing

Jan. 2020 – May 2020

Clemson University

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

Computer Science Tutor

Department of Computer Science

Sept. 2018 – Dec. 2018

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

Instructor

June 2018 – Aug. 2019

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

Int'l Workshop on Emotion Awareness in Software Engineering

Reviewer

2021

[SEmotion 2021 website](#)

ACM Joint ESEC and Symposium on the FSE

Subreviewer

2021

[ESEC/FSE 2021 website](#)

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

ICSE 2021 Student Volunteer

SV for [FormaliSE 2021](#)

May 2021

Madrid, Spain (Virtual)

SEMotion 2021 Program Committee

PC Member

Dec. 2020 – May 2021

[ICSE 2021 Workshop website](#)

SEMotion 2021 Chair

Website Chair

Dec. 2020 – May 2021

[ICSE 2021 Workshop website](#)

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

Letters to a Pre-Scientist Program

Pen Pal

Aug. 2020 – Present

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)