

# Makayla Muster

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## Research Interests

Computer Science Education, Software Engineering Education,  
Remote/Hybrid Learning, Remote/Hybrid Work

## Education

**Clemson University** Clemson, SC  
Ph.D. Student in Computer Science August 2019 – Present  
Dissertation: TBA  
Advisor: [Dr. Paige Rodeghero](#)  
Committee: Drs. [D. Matthew Boyer](#), [Julian Brinkley](#), & [Kelly Caine](#)

**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: [Dr. Brittany Morago](#) Committee: Drs. [Toni Pence](#) & [Russell Herman](#)

## Research Experience

**Research Assistant, HFSE Lab** May 2020 – Present  
Advisor: [Dr. Paige Rodeghero](#) Clemson University  
Studying how communication tools prepare collegiate software engineering students for roles in industry.

**Researcher, EdASE Coding Camp for Autism** January 2021 – Present  
EdASE Directors: Drs. [Paige Rodeghero](#), [Andrew Begel](#), & [D. Matthew Boyer](#)  
Examining how computer coding camps for autism impact students’ self-efficacy and communication skills.

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

Teaching Experience	<b>Graduate Teaching Assistant</b>		August 2020 – May 2023 & August 2019 – December 2019
	School of Computing		Clemson University
	<b>CPSC 4910/4911:</b> Seminar in Professional Issues II		S/F21, S/F22, S23
	Conducted lab lectures, provided aid, and was scrum master for 3-6 sections of student software engineering teams. (approx. 60 - 100 undergraduate students)		
	<b>CPSC 9500:</b> Graduate Seminar		S23
	Conducted speaker searches, developed course materials, and organized/lead seminar sessions for a departmental, graduate-level seminar course. (6 graduate students)		
	<b>CPSC 1010/1011:</b> 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)		
	<b>Instructor, EdASE Coding Camp for Autism</b>		2021, 2022, 2023
	EdASE Directors: Drs. <a href="#">Paige Rodeghero</a> , <a href="#">Andrew Begel</a> , & <a href="#">D. Matthew Boyer</a> Developed 2D game development course content and activities involving pixel art and videogame narratives. Helped lead camp instruction and developed content for multiple days of camp. Liaison between parents and instructors for the 2022 camp.		
	<b>Instructor, Engineering Expectations</b>		June 2018 – August 2019
	Summer & Weekend Camps		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

### Journal Articles

2023	J.1	* <b>Moster, M.</b> , *Kokinda, E., Rodeghero, P., McNeese, N. “Both Sides of the Story: Changing the “Pre-existing Culture of Dread” Surrounding Student Teamwork in Breakout Rooms”, to appear in Proc. of the ACM on Human Computer Interaction, 7, <a href="#">CSCW1</a> , Article 30 (April 2023), 33 pages. * denotes co-first authorship
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### Peer-Reviewed

#### Conference Papers

2023	C.6	Kokinda, E., <b>Moster, M.</b> , Dominic, J., Rodeghero, P. “Under the Bridge: Trolling and the Challenges of Recruiting Software Developers for Empirical Research Studies”, to appear in Proc. of the 45th IEEE/ACM International Conference on Software Engineering - New Ideas and Emerging Results Track ( <a href="#">ICSE NIER ‘23</a> ), Melbourne, Australia, 17-19 May 2023.
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- 2022
- C.5 **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.
- C.4 **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
- C.3 **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.
- C.2 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
- C.1 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.

#### Symposia and Workshop Papers

- 2022
- SW.2 **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.
- SW.1 **Moster, M.**, Begel, A., Boyer, D. M., Rodeghero, P. “A Longitudinal Study Exploring Autistic High Schoolers’ Interests in CS”, 4th Annual Autism at Work Research Workshop ([AAWRW ‘22](#)), Virtual, May 16-18, 2022.

#### Professional Memberships

<b>Member, ACM</b>	2023 – Present
<b>Member, IEEE</b>	2021 – Present
<b>Member, Upsilon Pi Epsilon</b>	2018 – Present

Inducted into the UNCW chapter of Upsilon Pi Epsilon in April 2018, 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**

**Judge** Clemson Tigertown Throwdown Robotics Competition  
Clemson University February 4, 2023

**President** School of Computing Graduate Student Association  
Clemson University Aug. 2022 – Present  
SoCGSA is a student organization that represents and holds events for computing graduate students in CS, HCC, DPA, and BDSI.  
Conducted administrative duties, organization of events, and task delegation.

**Invited Panelist** New Graduate Student & Postdoc Teaching Conference  
Clemson University August 2022

**Student Volunteer** [Carolinas Women In Computing Conference 2022](#)  
University of North Carolina Wilmington April 2022

**Hackathon Participant** [CUhackit 2022](#)  
Clemson University January 29-30, 2022

**Student Volunteer** [FormaliSE at ICSE 2021](#)  
Madrid, Spain (Virtual) May 2021

**Program Committee Member & Website Chair** [SEmotion 2021](#)  
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](#) August 2020 – May 2023  
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 August 2018 – May 2019

## Skills

### **Research Methods**

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

### **Programming Languages**

Python, C++, C, ~~La~~TeX, HTML/CSS

### **Tools**

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