

Makayla Muster

Updated December 8, 2023

✉ mmoster@clemson.edu

in [mmoster](#)

🐙 [makayla-moster](#)

ID [Makayla Muster](#)

💻 makayla-moster.github.io

G [Makayla Muster](#)

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	Graduate Teaching Assistant		August 2020 – May 2023 & August 2019 – December 2019
	School of Computing		Clemson University
	CPSC 4910/4911: 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)		
	CPSC 9500: Graduate Seminar		S23
	Conducted speaker searches, developed course materials, and organized/lead seminar sessions for a departmental, graduate-level seminar course. (6 graduate 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, EdASE Coding Camp for Autism		2021, 2022, 2023
	EdASE Directors: Drs. Paige Rodeghero , Andrew Begel , & D. Matthew Boyer 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.		
	Instructor, Engineering Expectations		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	* Moster, M. , *Kokinda, E., Rodeghero, P., McNeese, N. “Both Sides of the Story: Changing the “Pre-existing Culture of Dread” Surrounding Student Teamwork in Breakout Rooms”, in Proc. of the ACM on Human Computer Interaction, 7, CSCW1 , Article 30 (April 2023), 33 pages. * denotes co-first authorship
------	-----	--

Peer-Reviewed

Conference Papers

2023	C.6	Kokinda, E., Moster, M. , Dominic, J., Rodeghero, P. “Under the Bridge: Trolling and the Challenges of Recruiting Software Developers for Empirical Research Studies”, in Proc. of the 45th IEEE/ACM International Conference on Software Engineering - New Ideas and Emerging Results Track (ICSE NIER '23), Melbourne, Australia, 17-19 May 2023.
------	-----	--

- 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

Member, ACM	2023 – Present
Member, IEEE	2021 – Present
Member, Upsilon Pi Epsilon	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