

# Steven Moore

Full Stack Developer / HCI Researcher

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## Education

<b>Carnegie Mellon University</b> Pittsburgh, PA	School of Computer Science, HCII Masters in Educational Technology and Applied Learning Science	8/2015 – 8/2016 GPA: 3.93 / 4.0
<b>Georgia Institute of Technology</b> Atlanta, GA	School of Computer Science Bachelor of Science in Computer Science	8/2010 – 12/2014 Major: 3.65 / 4.0

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## Experience

<b>Web Developer</b> Westat 8/2012 - Present	<ul style="list-style-type: none"><li>Designed and developed frontend websites to meet various clients' needs</li><li>Programmed substantial backend systems and managed extensive databases</li><li>Worked on Android and iOS applications for conducting surveys and location tracking</li></ul>
<b>Consulting Team Leader</b> Western Governors University 1/2016 – 8/2016	<ul style="list-style-type: none"><li>Managed an interdisciplinary team conducting research, designing, and programming</li><li>Developed an Android app to deliver on-the-go learning in small segments</li><li>Utilized both quantitative and qualitative data collection methodologies</li></ul>
<b>Research Assistant</b> Contextualized Learning Lab 5/2014 – 12/2014	<ul style="list-style-type: none"><li>Conducted a usability study on educational computer science e-books</li><li>Researched and carried out a learnability study for a computer science e-book</li><li>Wrote an undergraduate thesis on developing an effective educational e-book</li></ul>

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## Skills

<b>Programming</b>	C#, JavaScript, Angular, HTML5, CSS, SQL, Java, Python, Processing, R, Jess, C
<b>Technologies</b>	Adobe Suite, Android Studio, Balsamic, D3, Git, MySQL, PostgreSQL, SVN, XCode, Unity
<b>Research</b>	A/B testing, Contextual Inquiry, Cognitive Task Analysis, Prototyping, Storyboarding

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## Projects

<b>Moonstone</b> Independent Study, CMU	Developing an Eclipse plugin to teach programmers better exception handling practices	<b>Teaching Web Dev</b> Curriculum Design	Created a curriculum to teach introductory web development to non-programming students
<b>E-Learning Data Structures</b> E-Learning Design Principles	Designed a system of web-based e-learning tools to teach data structures	<b>Cycle Sac</b> Sacramento Gov.	Worked on an Android & iOS application to track bicycle rides and navigation issues
<b>CSS Adventure</b> Educational Game	Created a videogame to teach university students Cascading Style Sheets	<b>GitHub Modeling</b> Discourse Analysis	Utilized discourse analysis on GitHub data to computationally model openness and framing

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## Publications

<b>E-book Usability</b> Undergraduate Thesis	Barbara Ericson , <b>Steven Moore</b> , Briana Morrison , Mark Guzdial, <i>Usability and Usage of Interactive Features in an Online Ebook for CS Teachers</i> , Proceedings of the Workshop in Primary and Secondary Computing Education, November 09-11, 2015, London, UK
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