

# Mark S. Sherriff

Associate Professor, Department of Computer Science, University of Virginia

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School of Engineering and Applied Science  
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## RESEARCH AREAS

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Computer Science Education, Engineering Education, Video Game Design, Software Engineering, Mobile Computing

## TEACHING INTERESTS

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Introduction to Computer Science, Mobile Application Development, Video Game Design, Web Systems Development, Software Engineering, Database Management Systems

## EDUCATION

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### North Carolina State University, Raleigh, NC

*Doctor of Philosophy, Computer Science*

*August 2002 – August 2007*

Advisor: Dr. Laurie Williams

Topic: Analyzing Software Artifacts through Singular Value Decomposition to Guide Development Decisions

### North Carolina State University, Raleigh, NC

*Master of Science, Computer Science*

*August 2002 – May 2004*

Advisor: Dr. Laurie Williams

Topic: Estimating Software Reliability in a Haskell Programming Environment

### Wake Forest University, Winston-Salem, NC

*Bachelor of Science, Computer Science with Honors, Cum Laude*

*August 1998 – May 2002*

Advisor: Dr. Jennifer Burg

Honors Topic: Unix Tutorials to Move Students from PC/Windows to Unix

## AWARDS

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IEEE Computer Society Computer Science and Engineering Undergraduate Teaching Award 2016 (international teaching award)

*Citation: "For outstanding contributions to undergraduate computer science education through innovative teaching and commitment to increasing enrollment and diversity in computer science programs."*

University of Virginia All-University Teaching Award 2014

UVa Association for Computing Machinery Computer Science Professor of the Year 2012

Trigon Engineering Society Thomas E. Hutchinson Faculty Award Winner 2011

Hartfield-Jefferson Scholars Teaching Prize 2010 (\$12.5K, first year ever awarded)

UVa Association for Computing Machinery Computer Science Professor of the Year 2010

Trigon Engineering Society Thomas E. Hutchinson Faculty Award Finalist 2010

## TEACHING

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### University of Virginia, Charlottesville, VA

*Associate Professor of Computer Science, General Faculty*

*Assistant Professor of Computer Science, General Faculty*

### Department of Computer Science

*August 2013 – Present*

*August 2007 – August 2013*

Responsible for the development and teaching of Computer Science courses at the University of Virginia. Serves as Chair of the Undergraduate Curriculum Committee. Member of the University Academy of Teaching.

**Courses Taught:****CS 1110:** Introduction to Programming

(16 sections: Fall 2010 – 150 students; Spring 2011 – 450 students; Fall 2011 – 230 students; Spring 2012 – 484 students; Fall 2012 – 294 students; Spring 2013 – 484 students; Fall 2013 – 154 students; Fall 2014 – 141 students; Spring 2015 – 277 students; Fall 2015 – 275 students; Spring 2016 – 300 students; Fall 2016 – 220 students)

**CS 1120:** Computing – From Euclid and Ada to Quantum Computing and the WWW

(1 section: Spring 2008 – 65 students)

**CS 2110:** Software Development Methods

(10 sections: Fall 2007 – 108 students; Spring 2008 – 70 students; Fall 2008 (2 sections) – 152 students; Spring 2009 – 125 students; Summer 2009 – 13 students; Fall 2009 (2 sections) – 190 students; Spring 2010 – 105 students; Summer 2010 – 20 students; Summer 2011 – 24 students; Summer 2012 – 18 students)

**CS 2501:** Special Topics – CS Education Practicum

(2 sections: Fall 2013 – 25 students; Spring 2014 – 20 students)

**CS 2501:** Special Topics – Intro to Game Programming and Design

(1 section: Spring 2015 – 30 students)

**CS 3240:** Advanced Software Development

(2 sections: Spring 2009 – 90 students; Spring 2010 – 95 students)

**CS 4501:** Special Topics – Service Learning Practicum

(1 section: Spring 2012 – 12 students)

**CS 4720:** Web & Mobile Systems

(10 sections: Fall 2009 – 55 students; Fall 2010 – 72 students; Fall 2011 – 83 students; Fall 2012 – 66 students; Fall 2013 – 72 students; Spring 2014 – 80 students; Fall 2014 – 141 students; Fall 2015 – 80 students; Spring 2016 – 80 students; Fall 2016 – 80 students; Spring 2017 – 80 students)

**CS 4730:** Computer Game Design

(4 sections: Summer 2013 – 25 students; Spring 2014 – 61 students; Summer 2014 – 26 students; Spring 2015 – 60 students)

**CS 4750:** Database Systems

(5 sections: Fall 2007 – 44 students; Fall 2008 – 54 students; Spring 2011 – 70 students; Spring 2012 – 71 students; Spring 2013 – 70 students)

**CS 4993:** Independent Study

(Multiple sections with individual students and projects)

All teaching evaluations available on personal website.

**North Carolina State University, Raleigh, NC**

*Adjunct Lecturer*

**Department of Computer Science**

*Summer 2003 – Summer 2006*

Responsible for the development and teaching of a senior-level Computer Science class at NCSU.

**CSC 440:** Database Management Systems – Summer 2003, 2004, 2005, and 2006

10-Week Summer Course with average class size of 35

**RESEARCH**

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**University of Virginia, Charlottesville, VA**

*Associate Professor of Computer Science, General Faculty*

*Assistant Professor of Computer Science, General Faculty*

**Department of Computer Science**

*August 2013 – Present*

*August 2007 – August 2013*

Currently performing computer science education, game design, and software engineering research.

### **Game Design Research Group (Co-Director)**

Our group of 13 students currently performs research on gamification in education and “games for good.” Our ongoing projects include a gamification platform for college courses, educational games for elementary and middle school students, and the creation of an introductory CS course that focuses on game design principles.

### **Collaborative Research: Transforming Computer Science Education Research Through Use of Appropriate Empirical Research Methods: Mentoring and Tutorials**

The goal of this project is to transform empirical CSEd research by building and supporting a community of CSEd researchers through: (1) creation and curation of laboratory packages to facilitate empirical CSEd research, (2) facilitation of cohorts of 10-12 educators who are mentored in developing and executing an empirical CSEd research study and (3) development and presentation of tutorials on empirical research methods at CSEd conferences. Laboratory packages are aids that provide researchers with a driving research question, a methodology for designing and executing a study, tools and resources to replicate the study, and results of previous related studies. The cohorts will have a more-focused interaction during a summer session to develop a study with a follow-up workshop to report and discuss results. Finally, the tutorials allow for broader dissemination of the key concepts of empirical CSEd research to the larger community.

Sponsored by the National Science Foundation (NSF DUE 1525373, 1525173, 1525028) with Dr. Jeff Carver @ The University of Alabama and Dr. Sarah Heckman @ NC State University.

### **NSF Showcase for DUE Projects at the ACM SIGCSE Conference**

Every year, twenty projects that are currently being sponsored by NSF are asked to present their work in an interactive, personal format during the break sessions and open slots at SIGCSE. The SIGCSE Symposium provides a forum for educators from K-12 through college to discuss issues and new ideas related to the development and implementation of computing curricula, along with other elements of teaching and pedagogy. The goal of the showcase is to share information about programs and research opportunities that attendees might not otherwise hear about. Presenters in the showcase report that they enjoy presenting their work in this format and that the attendees that come through the showcase are interested in learning and interacting with the presenters. 1341292

Sponsored by the National Science Foundation (NSF DUE 1341292) with Prof. Aaron Bloomfield

### *Old Projects*

#### **Android Platform for Autonomous Vehicles**

Currently, sensors placed in the field can be costly to build and even more costly to integrate, as many of them operate on different platforms. Android phones come with numerous sensors already built in (sound, camera, GPS, accelerometer, gyroscope, etc). We want to leverage the relatively-low cost of phones along with programmable Arduino boards to create sensor networks that can quickly and efficiently be deployed.

#### **Teaching Teamwork in Engineering**

As instructors, we routinely put students into project teams to simulate “real world” software development. But what sort of preparation do we give them before we actually tell them to work with others? Working with other faculty in the School of Engineering and Applied Science and Curry School of Education, we aim to investigate the most effective ways of not only teaching teamwork techniques to engineers, but also how to equip them with the skills to recognize potentially problematic team situations before they arise. Students who effectively learn how to work together could both improve their in-class grade, but also their prospects for employment in the future.

#### **Transfer of Pair Programming to Other Disciplines**

Research has shown that the use of pair programming in industry and low-level CS courses reduces the number of faults introduced into the system. Further research has discussed how the main benefit of pair programming comes mainly out of better understanding requirements and design choices. I am investigating (along with colleagues in other fields) how the concepts we teach about pair programming in CS courses might aid students with group work in other fields. Do the ideas about driver/navigator translate to other activities? If so, does it have an effect on the quality of the work produced? How can we create the “best” pair for paired activities? How can we best evaluate those pairs?

*Senior Thesis Advisor*

*Fall 2007 – Present*

Currently performing computer science education research related to intro CS and software engineering courses. Advise senior-level students in independent research projects.

Fall 2016 – Spring 2017

Members of Game Design Research Group with Prof. Mark Floryan  
Cameron Blanchford – XP Systems for Gamified Courses  
Qian Xiang – Competition in Gamification Courses  
Isaac Tessler – Teaching with Various Fidelities of Virtual Reality

Fall 2015 – Spring 2016

Members of Game Design Research Group with Prof. Mark Floryan

Fall 2014 – Spring 2015

Jennifer Lu – Gamification in Education  
Anna Greene – Gamification in Education  
(Also other members of the Game Design Research Group with Prof. Mark Floryan)

Fall 2013 – Spring 2014

Dru Knox – Software Maintenance Lifecycles with Non-Profit Software Systems  
Travis Pennetti – Educational Video Games  
Connie Xie – Automated Quadcopters with Android Devices

Fall 2012 – Spring 2013

Michael Legore – Software Maintenance Lifecycles with Non-Profit Software Systems  
Daniel Miller – Visualizing UVa Enrollment Trends  
Amanda Ray – Efficient User Interfaces for Aiding Students with Enrollment  
Hunter Williams – Automated Quadcopters with Android Devices  
Samuel Wilson – Automated Quadcopters with Android Devices

Fall 2011 – Spring 2012

Alex Johnson and Matt Russell – Software for Non-Profit Organizations  
Erik Davis – Java vs. Python in Introductory CS Courses  
Harry Bowron – Open-source Software for Teaching Chemistry  
Navid Hosseini, Manuel Cordovez, Katie Hempenius, and Reed Wilson – Android Platform for UGVs

Fall 2010 – Spring 2011

Jared Harding – Mobile HCI  
Calvin Li and George Washington – Voice Interface for Portable Learning  
Bennett Sorbo – CavDaily Advertising  
Nikhita Karki – Scheduling System for Student Volunteers at UVa Hospital  
Daniel Magnusson – Motion Sickness with Video Games  
Kevin Leach – Prescription Databases  
Michale Devine and Olex Ponomarenko – Generating Music and Art using Microsoft Kinect  
Derrick Brameyer and Alan Kush – Agile Development in Student Projects (Ind. Study)

Fall 2009 – Spring 2010

Matt Beattie – Bluetooth Identification for Vehicles  
Ryan Grigsy – Security for Emergency Announcement Systems  
Joshua Joyner – Lego Mindstorm NXT Sensor Simulation  
Seth Micalizzi – Mobile GPS Social Applications  
Charles Plucker – Mobile Virtual Reality  
Emma Rosenfeld – Teaching Time Concepts to Early Elementary Students  
John Szmuski – Bluetooth Identification for Vehicles  
Steven Trombetta – PairEval v2.0  
Jessica Vasconcellos – Student timecard system for Newcomb Hall

Fall 2008 – Spring 2009

Jeffery Gaither – Web Software Source Control Management and Users

Michael Miller – An Analysis of Static Metrics in Open-Source Software Projects  
Benjamin Plunkett – UVaCollab: Compliance with FERPA  
Joshua Sennett – Compatibility of Partnered Students in Computer Science Education

Fall 2007 – Spring 2008

Eric Bradbury – A New Paradigm for Tutoring at the School of Engineering and Applied Science  
Fred Dysart – PHP Based Automated Fix for SQL Injection Attacks  
Maureen Maughn – Web-Based Kennel System in PHP and MySQL  
Danny Shih – Integrated Querying in C# using Microsoft LINQ

**RESEARCH GRANTS / AWARDS** 

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*Collaborative Research: Transforming Computer Science Education Research Through Use of Appropriate Empirical Research Methods: Mentoring and Tutorials*, (NSF DUE 1525028, \$1.35M, 9/15 – 9/20), Mark Sherriff (Co-PI), Jeffery Carver (Alabama, Co-PI), Sarah Heckman (NC State, Co-PI). The goal of this project is to transform empirical CSEd research by building and supporting a community of CSEd researchers through: (1) creation and curation of laboratory packages to facilitate empirical CSEd research, (2) facilitation of cohorts of 10-12 educators who are mentored in developing and executing an empirical CSEd research study and (3) development and presentation of tutorials on empirical research methods at CSEd conferences. Laboratory packages are aids that provide researchers with a driving research question, a methodology for designing and executing a study, tools and resources to replicate the study, and results of previous related studies. The cohorts will have a more-focused interaction during a summer session to develop a study with a follow-up workshop to report and discuss results. Finally, the tutorials allow for broader dissemination of the key concepts of empirical CSEd research to the larger community.

*Showcase for NSF DUE Projects at the ACM SIGCSE Conferences*, (NSF CCLI phase I grant 1053524, \$289k, 10/13 - 9/17), Mark Sherriff (PI) and Aaron Bloomfield (Co-PI). The purpose of this grant is to disseminate information on current NSF projects on the computer science education at the annual SIGCSE conference, and to help educate potential grant applicants on the process of designing and authoring NSF grant proposals. This is intended to enhance the long-term quality and quantity of computer science education activities.

*Showcase for NSF DUE Projects at the ACM SIGCSE Conferences*, (NSF CCLI phase I grant 1053524, \$178k, 8/10 - 8/13), Aaron Bloomfield (PI) and Mark Sherriff (Co-PI). The purpose of this grant is to disseminate information on current NSF projects on the computer science education at the annual SIGCSE conference, and to help educate potential grant applicants on the process of designing and authoring NSF grant proposals. This is intended to enhance the long-term quality and quantity of computer science education activities.

*Motorola Droid Phones for Teaching Web Services*, (Google University Relations, \$14k, 3/10), Mark Sherriff and Tom Horton. The purpose of this award is to introduce mobile phone technologies at various levels in the UVa CS curriculum.

**REFEREED PUBLICATIONS** 

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Sherriff, M. and Floryan, M. "Achievement Unlocked: Investigating Which Gamification Elements Motivate Students." The 23rd ASEE Annual Conference and Exposition, New Orleans, LA, June 24-27, 2016.

Al-Zubidy, A., Carver, J., Heckman, S., Sherriff, M. "A (Updated) Review of Empiricism at the SIGCSE Technical Symposium." The 47<sup>th</sup> ACM Technical Symposium on Computer Science Education, Memphis, TN, Mar 3-6, 2016.

Bloomfield, A., Sherriff, M., and Williams, K. "A Service Learning Capstone Practicum." The 45<sup>th</sup> ACM Technical Symposium on Computer Science Education, Atlanta, GA, Mar 5-8, 2014.

Layer, M., Sherriff, M., and Tychonievich, L. "Inform, Experience, Implement—Teaching an Intensive High School Summer Course." 42<sup>nd</sup> IEEE/ASEE Annual Frontiers in Education (FIE) Conference, Seattle, WA, Oct 3-6, 2012. Primary supervisor.

Sherriff, M. "Teaching Web Services and Service-Oriented Architecture using Mobile Platforms." 40th IEEE/ASEE Annual Frontiers in Education (FIE) Conference, Washington DC, Oct 27-30, 2010. pp. S2D1-S2D6. Primary supervisor.

Krogius, O., Horton, T., and Sherriff, M. "Role of Large Software Artifacts in Introductory Computer Science Courses." 40th IEEE/ASEE Annual Frontiers in Education (FIE) Conference, Washington DC, Oct 27-30, 2010. pp. T1D1-T1D5. Co-supervisor.

Lew, M., Horton, T., and Sherriff, M. "Using LEGO MINDSTORMS NXT and LEJOS in an Advanced Software Engineering Course." The 23<sup>rd</sup> Annual IEEE-CS Conference on Software Engineering Education and Training, Pittsburg, PA, Mar 9-12, 2010. pp. 121-128. Co-supervisor.

Sennett, J. and Sherriff, M. "Compatibility of Partnered Students in Computer Science Education." The 41st ACM Technical Symposium on Computer Science Education, Milwaukee, WI, Mar 10-13, 2010. pp. 244-248. Primary supervisor.

Dysart, F. and Sherriff, M. "Automated Fix Generator for SQL Injection Attacks." Student Paper. The 19th IEEE International Symposium on Software Reliability Engineering, Redmond/Seattle, WA, Nov 11-14, 2008. pp. 311-312. Primary supervisor.

Sherriff, M. and Williams, L. "Empirical Software Change Impact Analysis using Singular Value Decomposition." First IEEE International Conference on Software Testing, Verification, and Validation, Lillehammer, Norway, April 9-10, 2008. pp. 268-277. Co-supervisor.

Sherriff, M., Lake, J. M., and Williams, L. "Prioritization of Regression Tests using Singular Value Decomposition with Empirical Change Records." The 18th IEEE International Symposium on Software Reliability Engineering, Trollhättan, Sweden, Nov 5-9, 2007. pp. 81-90. Co-supervisor.

Sherriff, M., Heckman, S. S., Lake, J. M., and Williams, L. "Identifying Fault-Prone Files Using Static Analysis Alerts Through Singular Value Decomposition." 17th Annual International Conference of the IBM Center for Advanced Studies, Richmond Hill, Ontario, Oct 22-25, 2007. pp. 276-279. Co-supervisor.

Sherriff, M., Heckman, S. S., Lake, J. M., and Williams, L. "Using Groupings of Static Analysis Alerts to Identify Files Likely to Contain Field Failures." Short Paper. The 6th joint meeting of the European Software Engineering Conference and the ACM SIGSOFT Symposium on the Foundations of Software Engineering, Dubrovnik, Croatia, Sept 3-7, 2007. pp. 365-368. Co-supervisor.

Sherriff, M. and Williams, L. "DevCOP: A Software Certificate Management System for Eclipse." 17th Annual IEEE International Symposium on Software Reliability Engineering, Raleigh, North Carolina, Nov 6-10, 2006. pp. 375-384. Co-supervisor.

Sherriff, M. and Williams, L. "A Method for Verification and Validation Certificate Management in Eclipse." Workshop on Software Certificate Management, Long Beach, California, Nov 8, 2005. pp. 19-22. Co-supervisor.

Sherriff, M. and Williams, L. "Certification of Code During Development to Provide an Estimate of Defect Density." Fast Abstract. The 16<sup>th</sup> IEEE International Symposium on Software Reliability Engineering, Chicago, Illinois, Nov 8-11, 2005. pp. 447-448. Co-supervisor.

Sherriff, M. "Using Verification and Validation Certificates to Estimate Software Defect Density." Doctoral Symposium. ACM Symposium on the Foundations of Software Engineering, Lisbon, Portugal, Sept 6, 2005. pp. 381-384. Primary supervisor.

Sherriff, M., Nagappan, N., Williams, L., and Vouk, M. "Early Estimation of Defect Density Using an In-Process Haskell Metrics Model." The First International Workshop on Advances In Model-Based Software Testing, co-located with the IEEE International Conference on Software Engineering, St. Louis, MO, May 15-16, 2005. pp. 1-6. Co-supervisor.

Sherriff, M. and Williams, L. "Tool Support for Estimating Software Reliability in Haskell Programs." Student Paper. The 15<sup>th</sup> IEEE International Symposium on Software Reliability Engineering, St-Malo, France, Nov 2-5, 2004. pp. 61-62. Co-supervisor.

Sherriff, M., Williams, L., and Vouk, M. "Using In-Process Metrics to Predict Defect Density in Haskell Programs." Fast Abstract. The 15<sup>th</sup> IEEE International Symposium on Software Reliability Engineering, St-Malo, France, Nov 2-5, 2004. pp. 19-20. Co-supervisor.

Burg, J., and Sherriff, M. "Unix Tutorials to Move Students from PC/Windows to Unix." AACE ED-MEDIA 2002 Conference, June 30, 2002. pp. 1798-1799. Co-supervisor.

## **TUTORIALS**

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Heckman, S., Horton, T. and Sherriff, M. "Teaching Second-Level Java and Software Engineering with Android." 24<sup>th</sup> IEEE Conference on Software Engineering Education and Training 2010, Honolulu, Hawaii, May 2011.

Heckman, S., Carver, J. and Sherriff, M. "Designing Empirical Education Research Studies (DEERS): Creating an Answerable Research Question." 48<sup>th</sup> ACM Technical Symposium on Computer Science Education, Seattle, WA, March 8-11, 2017.

## **INVITED KEYNOTES**

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Sherriff, M. "The Role of Computer Science in Engineering Education." Interdisciplinary Engineering Design Education Conference (IEDEC), Santa Clara, CA, March 3, 2014.

## **INVITED PRESENTATIONS**

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Tychonievich, L, Sherriff, M, and Layer, R. "Counting Rooms." Nifty Assignments Panel, SIGCSE 2015, Kansas City, MO, March 2015.

Sherriff, M. "Why are we engineers?" Trigon Engineering Fraternity Thomas E. Hutchinson Faculty Award Dinner, January 2014.

Sherriff, M. "Introductory Computing Across Engineering Disciplines." National Academy of Engineering – Frontiers of Engineering Education. Irvine, CA, Oct 2013.

Sherriff, M. "Teaching Faculty Birds of a Feather." ACM SIGCSE – 2013 symposium through present.

Sherriff, M. "Six Strikes." Look Hoo's Talking 2013. Lecture series hosted by UVa Student Council. University of Virginia, March 28, 2013.

Sherriff, M. "The Battle for Your Entertainment – The Internet, SOPA, and Censorship." The Jefferson Literary and Debating Society, University of Virginia, February 3, 2012.

Sherriff, M. "Encryption Chase – Assignment for CS2." Nifty Assignments Panel, SIGCSE 2010, Milwaukee, Wisconsin, March 2010.

Sherriff, M. "DevCOP – A Software Certificate Management System for Eclipse." Portland State University, Portland, OR, May 26, 2006.

Sherriff, M. "Defect Density Estimation Through Verification and Validation." The 6<sup>th</sup> Annual High Confidence Software and Systems Conference, Lithicum Heights, MD, April 17-19, 2006.

## **TECHNICAL REPORTS**

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Sherriff, M., Boehm, B. W., Williams, L., and Nagappan, N. "An Empirical Process for Building and Validating Software Engineering Parametric Models." NCSU Technical Report, TR-2005-45, October 19, 2005.

Nagappan, N., Sherriff, M., Williams, L. "On the Feasibility of Using Operational Profiles to Determine Software Reliability in Extreme Programming." NCSU Technical Report, TR-2003-15, August 19, 2003.

## **RESEARCH POSTERS**

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Sherriff, M., Williams, L., and Lake, M. "Utilizing Verification and Validation." Poster. Center for Advanced Computing and Communication and IBM University Days, 2006.

Sherriff, M. and Williams, L. "Utilizing Verification and Validation Certificates to Estimate Software Defect Density." Poster. Center for Advanced Computing and Communication and IBM University Days, 2005.

Sherriff, M. and Williams, L. "Estimating Software Reliability in a Haskell Programming Environment." Poster. International Conference on Functional Programming, Snowbird, UT, Sept. 19, 2004. Also IBM University Day, October 15, 2004.

## DOCTORAL COMMITTEES

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Paul Turowski, University of Virginia, Department of Music. "The Control Continuum: Modeling Video Games in Music Composition." External Committee Member.

## OTHER WORK EXPERIENCE

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### **Appalachia Service Project, Johnson City, TN**

*Software Engineer*

*Summer 1999 – Fall 2015*

Developed software that manages mortgages, volunteers, and home repair for non-profit organization.

### **Consulting, Charlottesville, VA**

*Software Engineer*

*Fall 2007 – Present*

Developed web software for local companies and performed consulting on database systems. References and examples available on request.

### **IBM – Software Group, Research Triangle Park, NC**

*Software Engineer Co-op*

*Summer 2006 – Spring 2007*

Performed research with the ABSM Architecture group in Tivoli on examining software development artifacts to guide test and identify emerging areas of risk.

### **PointDx, Inc., Winston-Salem, NC**

*Java Systems Engineer Intern*

*Summer 2002*

Worked with the Java Development Team and Quality Assurance Team in verifying tests and revising and authoring new modules for the REX radiology reporting software.

### **Knowledge2Work, Winston-Salem, NC**

*Chief Programmer*

*Summer 2001 – Spring 2002*

Responsible for designing and developing web sites for profit and non-profit customers as part of a student-run web design company. Member of Executive Board.

### **Wachovia Bank, Winston-Salem, NC**

*Systems Development Intern*

*Summer 2000*

Worked in Systems Development in the Integrated Testing Support team. Implemented first team web site for other teams to use in dealing with ITS and revamped numerous JCL / COBOL programs.

### **Wake Forest University, Winston-Salem, NC**

*Student Technology Advisor*

*Fall 1998-Spring 2002*

Worked with numerous faculty members and departments over four years at Wake Forest University with integrating technology into the classroom and assisting professors with technology needs.

## PROFESSIONAL/SERVICE ACTIVITIES

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### *University/Department Service*

- Chair, Undergraduate Curriculum Committee, Computer Science Department (2011-present)
- Chair, Undergraduate Curriculum Committee, School of Engineering and Applied Science (2013-present)
- Member, Undergraduate Curriculum Committee, School of Engineering and Applied Science (2010-present)
- Member, UVa SEAS General Faculty Committee (2010-present)
- Member, UVa SEAS Student Affairs Committee (2010-2016)
- Member, eText Pilot Advisory Committee (university-wide committee; 2012-2013)
- CS Undergraduate TA Hiring Coordinator (2007-present)
- Advisor, Student Game Developers Club (2009-present)
- Advisor, Theta Tau Engineering Fraternity (2011-present)
- SEAS Orientation volunteer (2008-present)
- CS Department outreach to middle and high school students (Piedmont Futures program, LEAD program) (2008-present)



#### *Undergraduate Advisor*

- 2008-2009 – 28 Advisees (CS, BACS, First-Year SEAS)
- 2009-2010 – 42 Advisees (CS, BACS, First-Year SEAS)
- 2010-2011 – 40 Advisees (CS, BACS, First-Year SEAS)
- 2011-2012 – 32 Advisees (CS, BACS, First-Year SEAS)
- 2012-2013 – 46 Advisees (CS, BACS, First-Year SEAS)
- 2013-2014 – 50 Advisees (CS, BACS, First-Year SEAS)
- 2014-2015 – 52 Advisees (CS, BACS, First-Year SEAS)
- 2015-2016 – 45 Advisees (CS, BACS, First-Year SEAS)
- 2016-2017 – 51 Advisees (CS, BACS, First-Year SEAS)

#### *Organizing Committee*

- Web and Database, 49<sup>th</sup> ACM Technical Symposium on Computer Science Education, Baltimore, MD, February, 2018
- Web Chair, IEEE Conference on Software Engineering Education and Training, May 2015
- Web Chair, IEEE Conference on Software Engineering Education and Training, San Francisco, CA, May 2013
- Posters Chair, International Symposium on Empirical Software Engineering and Measurement, Lake Buena-Vista, FL, October 2009
- Web Chair, 19<sup>th</sup> International Symposium on Software Reliability Engineering, Redmond, WA, November 2008
- Publicity Chair, IEEE Conference on Software Engineering Education and Training, Charleston, SC, April 2008
- Webmaster, Local Arrangements, and Conference Systems Support, 17<sup>th</sup> International Symposium on Software Reliability Engineering, Raleigh, NC, November 2006

#### *Editorial*

- Guest Editor – Special Issue of ACM Transaction on Computing Education (Topic: Capstones and Large Projects in CS), Publish Date: January 2018

#### *Associate Program Chair*

- Associate Program Chair – 22<sup>nd</sup> ACM Annual Conference on Innovation and Technology in Computer Science Education, Bologna, Italy, July 5-7, 2017
- Associate Program Chair – 48<sup>th</sup> ACM Technical Symposium on Computer Science Education, Seattle, WA, March 8-11, 2017

#### *Program Committee / Reviewer*

- IEEE/ASEE Frontiers in Education Conference, Indianapolis, IN, Oct 18-21, 2017
- ASEE Annual Conference and Exhibition, Columbus, OH, June 2017
- IEEE Conference on Software Engineering Education and Training, Savannah, GA, May 2017
- 48<sup>th</sup> ACM Technical Symposium on Computer Science Education, Seattle, WA, March 8-11, 2017
- IEEE Conference on Software Engineering Education and Training, May 2016
- 47<sup>th</sup> ACM Technical Symposium on Computer Science Education, Memphis, TN, March 3-6, 2016
- 46<sup>th</sup> ACM Technical Symposium on Computer Science Education, Kansas City, MO, March 6-9, 2015
- JSEET 2015 (Joint Software Engineering Education and Training - Joint ICSE 2015 and CSSE&T 2015 track)
- IEEE Conference on Software Engineering Education and Training, Klagenfurt, Austria, April 2014
- 45<sup>th</sup> ACM Technical Symposium on Computer Science Education, Atlanta GA, March 6-9, 2014
- IEEE/ASEE Frontiers in Education Conference, Oklahoma City, OK, Oct 23-26, 2013
- IEEE Conference on Software Engineering Education and Training, San Francisco, CA, May 2013

- ACM/IEEE International Conference on Software Engineering, SE Education Track, San Francisco, CA, May 18-26, 2013
- 18<sup>th</sup> ACM Annual Conference on Innovation and Technology in Computer Science Education, Canterbury, England, July 1-3, 2013
- 44th ACM Technical Symposium on Computer Science Education, Denver CO, March 6-9, 2013
- IEEE/ASEE Frontiers in Education Conference, Seattle, WA, Oct 3-6, 2012
- IEEE Conference on Software Engineering Education and Training, Nanjing, China, Apr 17-19, 2012
- 43rd ACM Technical Symposium on Computer Science Education, Raleigh, NC, March 1-3, 2012
- 16th ACM Annual Conference on Innovation and Technology in Computer Science Education, Haifa, Israel, July 3-5, 2012
- 42nd ACM Technical Symposium on Computer Science Education, Dallas, Texas, March 9-12, 2011
- IEEE Conference on Software Engineering Education and Training, Honolulu, Hawaii, May 22-24 2011
- IEEE International Symposium on Software Reliability Engineering, San Jose, CA, November 2010
- IEEE International Symposium on Software Reliability Engineering, Seattle/Redmond, WA, November 2008
- IEEE International Symposium on Software Reliability Engineering (Student Papers Track), Seattle/Redmond, WA, November 2008
- IEEE Conference on Software Engineering Education and Training, Charleston, SC, April 2008
- IEEE International Symposium on Software Reliability Engineering (Student Papers Track), Trollhättan, Sweden, November 2007

#### *Conference Booth Organizer*

- NSF Showcase, SIGCSE 2017, Seattle, WA (with Prof. Aaron Bloomfield)
- NSF Showcase, SIGCSE 2016, Memphis, TN (with Prof. Aaron Bloomfield)
- NSF Showcase, SIGCSE 2015, Kansas City, MO (with Prof. Aaron Bloomfield)
- NSF Showcase, SIGCSE 2014, Atlanta, GA (with Prof. Aaron Bloomfield)
- NSF Showcase, SIGCSE 2013, Denver, CO (with Prof. Aaron Bloomfield)
- NSF Showcase, SIGCSE 2012, Raleigh, NC (with Prof. Aaron Bloomfield)
- NSF CCLI Showcase, SIGCSE 2011, Dallas, TX (with Prof. Aaron Bloomfield)
- NSF CCLI Showcase, SIGCSE 2010, Milwaukee, WI (with Prof. Aaron Bloomfield)
- NSF CCLI Showcase, SIGCSE 2009, Chattanooga, TN (with Prof. Aaron Bloomfield)
- NSF CCLI Showcase, SIGCSE 2008, Portland, OR (with Prof. Aaron Bloomfield)

#### *Conference/Journal/Grant Peer Reviewer*

- Social Sciences and Humanities Research Council of Canada (SSHRC)
- NSF Panelist
- Transactions on Software Engineering
- IEEE Computer
- The Handbook of Technology Management, John Wiley & Sons, Inc.
- International Conference on Software Engineering 2007
- Asia Pacific Software Engineering Conference
- Agile Development Conference 2006
- International Symposium on Software Reliability Engineering 2005
- International Symposium on Empirical Software Engineering 2005
- Foundations of Software Engineering 2004
- International Conference on Software Engineering 2004

#### *Other Professional Service*

- CRA Ad-Hoc Committee on Teaching Track Faculty 2017

#### *Professional/Honor Memberships and Awards*

- Association for Computing Machinery, Member

- IEEE Computer Society, Member
- ACM SIGSOFT, Member
- ACM SIGCSE, Member
- Outstanding Teaching Assistant Award, NCSU, Spring 2006
- Upsilon Pi Epsilon Computer Science Honor Society
- Omicron Delta Kappa Leadership Honor Society
- Eta Sigma Phi Classics Honor Society

*Community Service*

- Grant awarded to setup broadcast studio at Mt. Energy Elementary School in Creedmoor, NC, to teach fourth and fifth grade students about digital media.
- Grant awarded to setup broadcast studio at Jackson-Via Elementary School in Charlottesville, VA, to teach students about digital media and broadcasting.

**PERSONAL** \_\_\_\_\_

Born Nov. 9, 1979 in Salisbury, North Carolina. Interests include running, video games, board games, travel, cooking, and handbell music.

More information about me available at <http://marksherriff.com>