

# Leshell Hatley, PHD

leshell@leshellhatley.com

## PROFILE

Computer Systems Engineering Professional and STEM Educator with earned PhD in Learning Technologies Design Research and over 25 years' experience in systems and curriculum development, computer science research, and learning technologies research and development; demonstrated success in PreK-16 teaching, advocacy for equity in STEM education, mixed methods research, supervision, strategic planning, fiscal management, and cross-divisional relationship building and collaboration; excellent oral and written communication skills.

## EDUCATION

- PhD, Learning Technologies Design Research – George Mason University, Fairfax, VA, 2016
- Master of Science, Human-Computer Interaction, University of Maryland, College Park, MD, 2011
- Master of Science, Computer Science, Howard University, Washington, DC, 1998
- Bachelor of Science, Computer Systems Engineering, Howard University, Washington, DC, 1994

## SELECTED ACCOMPLISHMENTS

- 2021: MIT RAISE (Responsible AI for Social Empowerment and Education) Advisory Board Member
- 2021: Women Changing Policy Cohort Member hosted by Mosaic Economic Project, an initiative of the Progressive Policy Institute.
- 2021: 50 Women in Robotics You Should Know: recognized by *Robohub*.
- 2020: 20 Most Influential Technologies in Baltimore: recognized by *technical.ly*.
- 2018: Lift as YOU Climb Award for Leadership in Computer Science: recognized by *Black ComputeHER*.
- 2016 White House HBCU Maker & Innovation Challenge Competition Award Winner.
- Creator of 1st mobile application (app) development learning experience for teens in the United States with funding from MacArthur Foundation and the Digital Media & Learning Competition (*Youth APPLab*).
- Initiated and contributed to the formation of the K-12 robotics education ecosystem in Washington, DC (*Robotics in DC*) which led to the development of the DC Region within the US FIRST robotics competition infrastructure.
- Demonstrated commitment for advocacy of justice, equity, diversity, and inclusion for Broadening Participation in Computer Science and Computer Engineering for 20+ years.
- Contributed to creation of and served 5+ years as Faculty-in-Residence (and program advisor) at Google to enhance Computer Science Curriculum at Historically Black Colleges and Universities (HBCUs) to provide improved equity in preparation and successful selection for summer internships.

## SKILLED AND ETHICAL REVIEWER

- Currently serve as NSF proposal reviewer for ITEST, DRK-12, and other program areas.
- Currently serve as manuscript reviewer of Journal of Research on Technology in Education.
- Served as on Curriculum Standards & Policy Committee at Coppin State University. Reviewed proposals and made recommendations to the Provost regarding university-wide and department academic policies, standards, procedures, and programs, grades, and testing in keeping with the philosophy and mission of the University and Board of Regents of the University System of Maryland.

## RESEARCH FUNDING

- Received over \$10M in research and development funding from the National Science Foundation, the National Security Agency, Google, PBSKids, the Maryland Space Grant Consortium, and a host of other funding agencies for computer science innovation and STEM education, which resulted in published manuscripts in books, peer-reviewed research journals, presentations, and research-related speaking engagements.

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## **SELECTED PUBLICATIONS**

- Buddemeyer, A., Nwogu, J., Solyst, J., Walker, E., Nkrumah, T., Ogan, A., Hatley, L. & Stewart, A. (2022)
- Unwritten Magic: Participatory Design of AI Dialogue to Empower Marginalized Voices. In Proceedings of the 2022 ACM Conference on Information Technology for Social Good (pp. 366-372).
- Buddemeyer, A., Hatley, L., Stewart, A., Solyst, J., Ogan, A., & Walker, E. (2021). Agentic Engagement with a Programmable Dialog System. In Proceedings of the 17th ACM Conference on International Computing Education Research (pp. 423-424).
- Stewart, A. E., Solyst, J., Buddemeyer, A., Hatley, L., Henderson-Singer, S., Scott, K., & Ogan, A. (2021). Explaining Engagement: Learner Behaviors in a Virtual Coding Camp. In International Conference on Artificial Intelligence in Education (pp. 338-343).
- Hatley, L. (2020). "We Took Turns and Then We Goofed Off:" Lessons learned from An Exploratory Mixed Method Study of How Black Elementary and Middle School Girls Learn How to Code. ACM Transactions on Computing Education Special Issue on Situating the Intersectional Experiences of Black Girls and Women in Computing & Technology.
- Washington, G., Burge, L., Hatley, L. Williams, L. (2018). Engaging HBCU Faculty in Project-Based Learning in Silicon Valley, The Consortium for Computer Sciences in College, Eastern Region – 34th Annual Regional Conference in Cooperation with ACM SIGCSE, October 2018.
- Hatley, L., Al-Freih, M., Bannan, B. (2018). "I'm Just Guiding You:" An Exploration of Software Design Mentorship within A Software Engineering Firm. Special Issue 61 – Software Design and Software Architecture, Journal of Software Engineering and Applications (JSEA).

## **PROFESSIONAL ASSOCIATION MEMBERSHIP**

- Association of Computing Machinery (ACM/ACM-Women)
- Institute of Electrical and Electronics Engineers (IEEE)
- International Artificial Intelligence in Education Society (IAIED)
- American Educational Research Association (AERA)
- Computer Science Teachers Association (CSTA)
- Delta Sigma Theta Sorority, Inc. (DST)
- Golden Key International Honour Society
- The Honor Society of Phi Kappa Phi
- Society of STEM Women of Color
- Tau Beta Pi - The Engineering Honor Society: Howard University

## **PROFESSIONAL EMPLOYMENT / APPOINTMENT HISTORY**

2021-2024	Director of STEM Programs American Association of University Women (AAUW)
2020-2021	Associate Professor with Tenure Department of Math & Computer Science Coppin State University
2019-2021	Faculty Mentor ASPIRE Postdoc Training Program (Academic Success via Postdoctoral Independence in Research and Education) NIH-Funded Collaboration between Johns Hopkins, Morgan State, & Coppin State Universities
2017-2021	Faculty-in-Residence, Inaugural Cohort HBCU Computer Science Education Engineering Education & Android Team   Google Maps Google

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2016-2020	Assistant Professor Department of Math & Computer Science Coppin State University
1999-Present	Founding Executive Director "Immersing Students in STEAM Education" Uplift, Inc.
2016-Present	Principal Investigator Lab for Artificial Intelligence and its Applications (LAIA) Uplift, Inc. (Established at Coppin State University in 2016)
1999-Present	Founder & Technical Lead Web Technologies & Internet of Things Solutions Provider emagine! technologies, llc.
2013-2015	Program Manager \$3.4 Million National Science Foundation ADVANCE Award Howard University
2012-2013	Graduate Research Assistant Program Manager, Game Design @ Mason Center for Digital Media, Innovation, and Diversity George Mason University
2007-2010	Graduate Research Assistant Human-Computer Interaction Lab University of Maryland