Dylan E. Moore

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EDUCATION

Dartmouth College, NH

2021 - anticipated spring 2025

Doctor of Philosophy in Engineering (Candidate)

Masters in Engineering Management (completed Fall 2023)

Advisor: Elizabeth Murnane focus: Human-AI Interaction

Stanford University, CA

2012 - 2018

Master of Science in Computer Science (GPA 3.8) Bachelor of Science in Computer Science (GPA 3.6)

Publications

CHI 2024 Teaching artificial intelligence in extracurricular contexts through

narrative-based learnersourcing

First author, https://doi.org/10.1145/3613904.3642198

Industry Experience

2021 Software Engineer at YouTube (Google)

Paid Digital Goods Team

Implemented the "Super Thanks" feature

TypeScript, C++

2021 Designer at AbilityHacks (part time)

Helped prototype solutions to disability-related challenges

2018 - 2021 Software Engineer at Lark Health

Mobile Team

Full stack, UX research, and hiring responsibilities

Migrated native codebases to React Native

Implemented microservices

TypeScript, functional programming, React Native,

Node.js, Python, Android, Objective-C

2016 Software Engineering Intern at Google

AdWords Team

Designed and implemented Ad Extensions

Dart, Angular

2015 Software Engineering Intern at Google

Knowledge Graph Team

Extended Data pipeline for Google OneBox

Java, C++

2014 Software Engineering Intern at PayPal

Core Payments Team

Designed and implemented metrics dashboard

JavaScript, Python

2011	Shop Intern at Makani Power (Google X) Helped manufacture high altitude wind turbines and self-guided kites Solidworks, CNC mills, Waterjet
RESEARCH	
2018	Researcher at Stanford self driving cars UX Under Dr. Elizabeth Murnane Designed in-car environments that spark creativity and delight
2017	Researcher at Stanford Smart Primer project Under Professor James Landay Made Storytelling-based education technology
2013	Researcher at Stanford archaeology fieldwork in Peru Helped excavate a 2,500+ year old temple in Chavín de Huántar
2017	Researcher at Stanford anthropology fieldwork in Ecuador Interviewed members of Quechua and Waorani tribes Explored impacts, scalability, and sustainability of ecotourism
2012	Researcher at the 100L Water Project (Stanford Change Labs) Helped design a rain catchment system for deployment in rural India
TEACHING AND	D MENTORSHIP
2022	Teaching Assistant at Dartmouth ENGM 191: Product design and development
2022 2020 2019	Workshop leader at TUMO (designed and taught high school courses) Building educational games for teaching AI (Berlin and Yerevan) Interactive storytelling with chatbots storytelling and chatbots (remote) AI topics: minimax, neural networks, and style transfer (Beirut and Yerevan)
2021	U.C. Berkeley Fung Fellowship for Entrepreneurship and Innovation Program Mentor Formed a partnership with AbilityHacks
2020	Mentor with Stanford CS + Social Good Formed a partnership with Lark Health
2021	Curriculum Planning Advisor to TUMO's Self-Learning Initiative
2017	Teaching Assistant at Stanford Courses taught (Ten quarters in total): Code in Place: A public offering of CS106A during COVID-19 CS181: Computers, Ethics, and Public Policy CS147: Introduction to Human Computer Interaction Design CS221: (Graduate Level) Artificial Intelligence

CS109: Probability for Computer Scientists

CS106B: Programming Abstraction CS106A: Programming Methodology

LEADERSHIP	
2012 - 2018	Co-Founder & Member of the Stanford Competitive Running Club
2015	Class President at Stanford Elected by student body to create campus wide events and manage class funds
2014	Business Association of Stanford Entrepreneurial Students E-Challenge Coordinator Planned a startup competition with \$150k in prizes

AWARDS AND HONORS

2023	Dartmouth Digital Health Summit Third Place Award
2022	Dartmouth Guarini School Alumni Research Award
2021	Dartmouth CompX Faculty Grant
2021	Dartmouth Innovation Fellowship
2021	Armenian Professional Society Scholarship Award
2017	Stanford's Teaching Honors Award
2012	Eagle Scout
2011	Third Place in Physics and Astronomy, Intel International Science and Engineering Fair