

# Dylan E. Moore

dylan.e.moore.th@dartmouth.edu | www.dylanedwardmoore.com

## EDUCATION

---

### Dartmouth College, NH

2021 - (Expected) 2025

*Ph.D in Innovation*

*Advisor: Elizabeth Murnane*

*focus: Human-Computer Interaction*

### Stanford University, CA

2012 - 2018

*M.S. in Computer Science (GPA 3.8) and B.S. in Computer Science (GPA 3.6)*

## PUBLICATIONS

---

- |      |  |
|------|--|
| 2022 | <b>Student-made education benefits everyone... and it scales! Introducing scaffolding for a learnersourced approach to narrative-based educational game development</b><br>First author, submitted to CHI 2023 |
| 2022 | <b>CityComposer: A learning tool to teach computer science through urban planning scenarios</b><br>First author, submitted to CHI 2023   |

## INDUSTRY EXPERIENCE

---

- |             |  |
|-------------|--|
| 2021        | <b>Software Engineer at YouTube (Google)</b><br>Paid Digital Goods team<br>Implemented the “Super Thanks” feature<br><i>TypeScript, C++</i>  |
| 2018 - 2021 | <b>Software Engineer at Lark Health</b><br>Mobile engineer<br>Full stack, UX research, and hiring responsibilities<br>Migrated native codebases to React Native<br>Implemented microservices<br><i>TypeScript, functional programming, React Native, Node.js, Python, Android, Objective-C</i> |
| 2016        | <b>Software Engineering Intern at Google</b><br>AdWords team<br>Designed and implemented Ad Extensions<br><i>Dart, Angular</i>   |
| 2015        | <b>Software Engineering Intern at Google</b><br>Knowledge Graph team<br>Extended Data pipeline for Google OneBox<br><i>Java, C++</i>   |
| 2014        | <b>Software Engineering Intern at PayPal</b><br>Designed and implemented metrics dashboard for Core Payments Team<br><i>JavaScript, Python</i>   |
| 2011        | <b>Shop Intern at Makani Power (Google X)</b><br>Helped manufacture high altitude wind turbines and self-guided kites<br><i>Solidworks, CNC mills, Waterjet</i>  |

## RESEARCH

---

|      |   |
|------|---|
| 2021 | <b>Designer at AbilityHacks</b><br>A nonprofit that creates solutions to disability-related challenges  |
| 2018 | <b>Researcher at Stanford self driving cars UX</b><br>Under Dr. Elizabeth Murnane<br>Designed in-car environments that spark creativity and delight                                     |
| 2017 | <b>Researcher at Stanford Smart Primer project</b><br>Under Professor James Landay<br>Storytelling-based technology for education   |
| 2013 | <b>Researcher at Stanford archaeology fieldwork in Peru</b><br>Helped excavate a 2,500+ year old temple in Chavín de Huántar  |
| 2017 | <b>Researcher at Stanford anthropology fieldwork in Ecuador</b><br>Interviewed members of Quechua and Waorani tribes<br>Explored impacts, scalability, and sustainability of ecotourism |
| 2012 | <b>Researcher at the 100L Water Project (Stanford Change Labs)</b><br>Helped design a rain catchment system for deployment in rural India   |

## TEACHING AND MENTORSHIP

---

|      |  |
|------|--|
|      | <b>Workshop leader at TUMO (designed and taught high school courses)</b>   |
| 2022 | Building educational games for teaching AI (Berlin and Yerevan)  |
| 2020 | Interactive storytelling with chatbots storytelling and chatbots (remote)  |
| 2019 | minimax, neural networks, and style transfer (Beirut and Yerevan)  |
| 2021 | <b>U.C. Berkeley Fung Fellowship for Entrepreneurship and Innovation Program Mentor</b><br>Formed a partnership with AbilityHacks  |
| 2020 | <b>Mentor with Stanford CS + Social Good</b><br>Formed a partnership with Lark Health  |
| 2021 | <b>Curriculum Planning Advisor to TUMO's Self-Learning Initiative</b>  |
| 2017 | <b>Teaching Assistant at Stanford</b><br><b>Courses taught (Ten quarters in total):</b><br><i>Code in Place: A public offering of CS106A during COVID-19</i><br><i>CS181: Computers, Ethics, and Public Policy</i><br><i>CS147: Introduction to Human Computer Interaction Design</i><br><i>CS221: (Graduate Level) Artificial Intelligence</i><br><i>CS109: Probability for Computer Scientists</i><br><i>CS106B: Programming Abstraction</i><br><i>CS106A: Programming Methodology</i> |

## LEADERSHIP

---

|             |   |
|-------------|---|
| 2012 - 2018 | <b>Co-Founder &amp; Member of the Stanford Competitive Running Club</b> |
|-------------|---|

- |      |   |
|------|---|
| 2015 | <b>Class President at Stanford</b><br>Elected by student body to create campus wide events and manage class funds                               |
| 2014 | <b>Business Association of Stanford Entrepreneurial Students E-Challenge Coordinator</b><br>Planned a startup competition with \$150k in prizes |

#### AWARDS AND HONORS

---

- |      |   |
|------|---|
| 2022 | <b>Dartmouth Guarini School Alumni Research Award</b>   |
| 2021 | <b>Dartmouth CompX Faculty Grant</b>  |
| 2021 | <b>Dartmouth Innovation Fellowship</b>  |
| 2021 | <b>Armenian Professional Society Scholarship Award</b>  |
| 2017 | <b>Stanford's Teaching Honors Award</b>   |
| 2012 | <b>Eagle Scout</b>  |
| 2011 | <b>Third Place in Physics and Astronomy, Intel International Science and Engineering Fair</b> |