Dylan Edward Moore

Please see my portfolio for more information on my research: https://www.dylanedwardmoore.com/
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References available upon request.

Stanford University

Focus: Human Computer Interaction (HCI) 2012 – 2018
Master's Computer Science**,** GPA 3.81/4.3
Bachelor's Computer Science**,** GPA 3.56/4.3

Teaching Assistant 2015 – 2020

- Ten Stanford quarters as a Stanford Teaching Assistant
- Recipient of Stanford's Teaching Honors Award
- Courses taught:
  - Stanford Code in Place: A free online course offered during COVID-19
  - CS181: Computers, Ethics, and Public Policy
  - CS147: Introduction to Human Computer Interaction Design
  - CS221: Graduate Level Introduction to Artificial Intelligence
  - CS109: Probability for Computer Scientists
  - CS106B: Programming Abstraction
  - CS106A: Programming Methodology

Research

- Corporate representative for Stanford's CS + Social Good Course 2020 – 2021
- Worked under Dr. Elizabeth Murnane & Dr. James Landay on interactive creative environments for cars 2018
- Interviewed members of Quechua & Waorani tribes & researched sustainable ecotourism 2017
- Smart Primer Project: Storytelling-based technology for education under Dr. James Landay 2017
- Archaeology Fieldwork in Chavín de Huántar: Helped excavate a 2,500+ year old temple 2013
- Stanford Change Labs: Helped design a water catchment system for rural India 2012

Leadership

- Founding member and a leader of the Competitive Running Club 2012 – 2018
- Class President: Elected to plan campus wide events and manage class funds 2015
- BASES E-Challenge Coordinator: Planned a $150k startup competition 2014

Significant Class Projects

- **Senior Project**: An emotionally sensitive, accessible corporate meeting assistant
  - Class Project Award winner, Pejman and Mar (Pear VC) Award winner
- **"Can you take my photo?":** A lightweight guidance system that helps a stranger capture the perfect shot, a CS376 class project
- **Finding protests in social media:** Using CNNs to identify protest images on Chinese social media that are likely to be censored. A CS224N class project

- **Visuomotor Learning- Object Classification:** A CNN for Amazon's robotic arm pick-and-place task. My team's model can use large amounts of generated data (multiple camera angles, many scenes) and is intended to boost the performance of existing models on the actual task via transfer learning. A CS230 class project
- **A General Game Playing Agent:** A Java prop net GGP player with performance boosts from factoring and latches. My program made it to the semifinals of the end of year class competition. A CS227b class project
- **Pensieve:** An app for sharing memories with loved ones at specific moments. A CS247 class project
- **Rally:** A social network for staying active. A CS147 class project
- **Platform for Creating, Manipulating, and Visualizing Multidimensional Shapes:** My freshman year entry for the 2012 CS106A class Graphics Competition, I was awarded the contest's Grand Prize
- **Connect Four game with AI opponent:** My freshman year entry for the 2013 CS106B class Recursion Competition, I was awarded the contest's Grand Prize

Work Experience

Lark Health Software Engineer**,** *Mountain View, CA* 2018 – present

- Mobile engineer with full stack and user research responsibilities
- Responsible for moving native codebases to React Native
- Implemented a TypeScript Node.js microservice for generating native UI based on specifications from the server, used functional programming best practices and the fp-ts library
- Integrated Bluetooth and cellular medical devices with native app
- Scripted automations for ticket creation on project management platform
- Involved in product decision making, hiring, user testing, social planning, and mentorship
- Experience with TypeScript, React Native, and Node.js, Python, Java, Android, and Objective-C

TUMO Workshop Leader**,** *Yerevan, Armenia, Beirut, Lebanon, virtual* 2019 – 2020

- Designed and taught two AI courses on minimax, neural networks, and style transfer
- Designed and taught course on interactive storytelling with chatbots (remotely during COVID)
- Experience in Keras, TensorFlow, TypeScript, and Python

Google Software Engineering Intern, *Mountain View, CA* 2016

- Designed and implemented elements of Ad Extensions with AdWords Team
- Experience in Angular with Dart

Google Software Engineering Intern, *Cambridge, MA* 2015

- Upgraded data pipeline for Google OneBox with Knowledge Graph Team
- Experience in Java and C++

PayPal Software Engineering Intern, *San Jose, CA* 2014

- Designed and implemented metrics dashboard for Core Payments Team
- Experience in JavaScript and Python

Makani Power (now a Google X company) Shop Intern, *Alameda, CA* 2014

- Helped manufacture high altitude wind turbines and self-guided kites
- Used SolidWorks and operated tools in the CAD workshop