Dylan E. Moore

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

INDUSTRY EXPERIENCE

2021	Software Engineer at YouTube (Google) Paid Digital Goods Team Implemented the "Super Thanks" feature TypeScript, C++
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)
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Helped manufacture high altitude wind turbines and self-guided kites $Solidworks,\ CNC\ mills,\ Waterjet$

RES	TE A	D(чг
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2021	Designer at AbilityHacks
	Helped prototype solutions to disability-related challenges
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
2011	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
2011	
	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 MENTORSHIP

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

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