

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

2023

Narrative learnersourcing: Building AI literacy through collaborative educational storytelling

First author, submitted to CSCW 2024

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)

Helped manufacture high altitude wind turbines and self-guided kites

Solidworks, CNC mills, Waterjet

RESEARCH

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 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 MENTORSHIP

2022	Teaching Assistant at Dartmouth ENGM 191: <i>Product Design and Development</i>
	Workshop leader at TUMO (designed and taught high school courses)
2022	Building educational games for teaching AI (Berlin and Yerevan)
2020	Interactive storytelling with chatbots storytelling and chatbots (remote)
2019	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: <i>A public offering of CS106A during COVID-19</i> CS181: <i>Computers, Ethics, and Public Policy</i> CS147: <i>Introduction to Human Computer Interaction Design</i> CS221: <i>(Graduate Level) Artificial Intelligence</i> CS109: <i>Probability for Computer Scientists</i> CS106B: <i>Programming Abstraction</i> CS106A: <i>Programming Methodology</i>

LEADERSHIP

2012 - 2018	Co-Founder & Member of the Stanford Competitive Running Club
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| 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

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| 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 |