

GRIFFIN DIETZ

825 Menlo Ave, Apt M, Menlo Park, CA 94025

310.463.8108 | dietz@stanford.edu

EDUCATION

Stanford University, Stanford, CA

PRESENT

PhD, Computer Science

Stanford University, Stanford, CA

2017

Bachelor of Science, Computer Science, with Honors and Distinction

PUBLICATIONS

2017

Human Perception of Swarm Robot Motion

Dietz, G., Washington, P., E J.L., Kim, L., Follmer, S.

ACM Conference on Human Factors in Computer Systems (CHI),

Late-Breaking Work

HONORS & AWARDS

2017

David M. Kennedy Honors Thesis Prize for the Best Thesis in Engineering and Applied Sciences, Stanford University

2017

Firestone Medal for Excellence in Undergraduate Research, Stanford University

2017

Pi Beta Kappa - National Honor Society

2016

Tau Beta Pi - National Engineering Honor Society

2013

Presidential Scholar Semi-finalist

2013

National Merit Scholarship Winner

UNDERGRADUATE RESEARCH EXPERIENCE

2016-2017

HCI Group & Social Learning Lab, Stanford University

Undergraduate Honors Thesis, Professor James Landay and Professor Hyowon Gweon

Understanding when children develop computational thinking and how that might impact future early childhood computer science education.

2016-2017

HCI Group & SHAPE Lab, Stanford University

CS376: Human-Computer Interaction Research, Professor Michael Bernstein and Professor Sean Follmer

Investigating how the motion and coordination of swarm robots affects human emotional response.

2016

HCI Group, Computer Science Department, Stanford University

Research Assistant, Professor James Landay

Collaborated on Smart Primer, a system to facilitate education in the real world.

2016

Psychology Department, Stanford University

PSYCH 187: Research Design, Implementation, and Communication in Cognitive Development, Professor Hyowon Gweon

Designed and ran a language study to investigate if children learn novel sounds faster when teaching those sounds to others than when simply learning them.

2014-2015 **Virtual Human Interaction Lab**, Stanford University
Research Assistant, Professor Jeremy Bailenson
Studied how children think and learn by measuring virtual presence in 5-year-olds.

WORK EXPERIENCE

SUMMER 2016 **Google Self-Driving Car Project**
Software Engineering Intern
Contributed to in-car user experience, including onboarding and ride safety.

SUMMER 2015 **TrueCar, Inc.**
Software Engineering Intern
Designed and developed used car sales portal for iOS app.

TEACHING EXPERIENCE

WINTER 2016 **Instructor**, CS2C: Introduction to Media Production

FALL 2015 **Instructor**, CS1C: Introduction to Computing at Stanford

SPRING 2015 **Section Leader**, CS106A: Programming Methodology

WINTER 2015 **Section Leader**, CS106A: Programming Methodology

LEADERSHIP

2017-PRESENT **CURIS Mentor**
Computer Science Department, Stanford University
Instituting changes within Stanford's Computer Science Department to increase undergraduate engagement in CS research.

2016-2017 **Resident Assistant**
Residential Education, Stanford University
Building an inclusive and reflective dorm community and supporting students through personal and academic challenges.

2015-2016 **Resident Computer Consultant**
Residential Education, Stanford University
Assisted residents with technical problems as well as mentored them through their Stanford careers.

SKILLS

PROGRAMMING Java, C, Python, C++, Lua, OCaml, Rust, R

MOBILE & WEB HTML, CSS, JavaScript, Objective-C, Swift