Daniel "Trip" Master

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Education

MS in Computer Science   January 2024
Stanford University
BS In Computer Science   June 2021
Stanford University

Teaching - Stanford University

Primary Instructor for **Dissecting the Modern Computer** (CS80E)   Fall 2023
- Created and taught **Dissecting the Modern Computer**, a survey course designed to introduce Computer Science students to important questions and concepts in Computer Architecture.

ACE CA for **Operating Systems Principles** (CS111)   Fall 2022 – Spring 2024
- Principal instructor for a supplemental lab for Stanford's undergraduate core **Operating Systems** class.
- Designs class materials, teaches 2 hours of class a week for 30 students, holds office hours, and meets 1:1 with students on-demand.

Head TA for **Programming Abstractions** (CS106B)   Summer 2020 – 2022
- Worked as the course administrator for Stanford's Introductory **Data Structures and Algorithms** class with over 200 students. Created and maintained section materials, assignments, exams, and the course website.
- Managed a team of ~10 Section Leaders, serving as the point contact for section and grading logistics.

Coordinator for **Teaching Computer Science** (CS198)   March 2021 – June 2022
- Worked closely with the lecturers, head TA's, and over 100 Section Leaders each quarter for the introductory Computer Science classes to ensure that classes were adequately staffed and that all parties' needs were met.
- Interviewed hundreds of applicants every academic quarter across 2 rounds of technical interviews: one teaching interview of a recursive backtracking problem and one debugging interview where applicants would need to guide the interviewer through bug fixes.

Section Leader for **Teaching Computer Science** (CS198)   Spring 2018 – 2021
- Led sections of 8-16 people through sections of **Programming Methodology** (CS106A in both Java and Javascript) and **Programming Abstractions** (CS106B) in C++. Graded assignments, exams, and worked with the core teaching staff to pre-flight exams and assignments.

Research

Research Assistant   June 2025 – Present
- Working with Professor Keith Winstein on *Codillon*, a structured WebAssembly editor that will be debuted in a new class in Spring 2026.

Research Assistant   May 2025 – Present
- Working with Professor Chris Gregg in the PinCS (Pedagogy in Computer Science) lab; leading the development of a platform to create and serve interdisciplinary lessons with Computer Science. The platform will be rolled out to teachers and students in the 2025-2026 school year.

Other Work Experience

Software Engineer, Kira   January 2024 – June-2025
- Was the seventh full-time engineer at Kira, an EdTech company that provides curriculum and educational tools for Computer Science learners.
- Was the engineering lead for a number of major projects, including a real-time support tool to help teachers debug student code and an integrated multi-stage lesson generation tool.

Software Engineer Intern, Microsoft   July 2020 – September 2020
- Developed the Fluent UI team's **codemod package**. Wrote utilities to rename and replace props and deployed them in code mods that could upgrade deprecated dependencies across industrial repositories with millions of lines of code.

Explore Intern, Microsoft   July 2019 – September 2019
- Created *Aquerium*, a work management **Chrome Extension** for GitHub users. Aquerium tracks different custom queries for developers so that they can easily identify and navigate to issues and pull requests that need to be handled. The extension was used internally by the Fluent UI team.