

GRIFFIN DIETZ

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EDUCATION

Stanford University, Stanford, CA 2017 [EXPECTED]
Bachelor of Science with Honors, Computer Science
GPA: 3.96

RESEARCH INTERESTS

I am interested in leveraging our understanding of human cognition to integrate technology into our surroundings, especially in the realms of education and behavior change.

RESEARCH EXPERIENCE

- 2016-PRESENT **Computer Science Department**, Stanford University
Undergraduate Honors Thesis, Professor James Landay and Professor Hyowon Gweon
Developing a technology to teach computer science thought-process to very young children
- 2016-PRESENT **Computer Science Department**, 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

PRESENTATIONS

- 2016 **"Smart Primer"**, Stanford Open House during CHI 2016, poster presentation

HONORS & AWARDS

- 2016 Tau Beta Pi - National Engineering Honor Society
- 2013 Presidential Scholar Semi-finalist
- 2013 National Merit Scholarship Winner

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

- 2016-PRESENT **Resident Assistant**
Residential Education, Stanford University
Building 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

RELEVANT SKILLS

- PROGRAMMING** Java, C, C++, Python + Vizard VR library, Arduino, Processing
- MOBILE & WEB** HTML, CSS, JavaScript, Objective C, Swift, Android