

GRIFFIN DIETZ

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