

# 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