

Daniel Moy

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Education

University of Minnesota, Institute of Technology Honors Program

Graduating Fall 2010, current GPA 3.84 in 3 degree programs.

BEE, Electrical Engineering; BS, Computer Science; BCompE, Computer Engineering

Work Experience

Undergraduate Research Assistant

GroupLens Research, Computer Science and Engineering Department, University of Minnesota

2009-Present

Multi-campus NSF grant under Professors John Riedl (U of MN), Robert Kraut (CMU), and John Levine (University of Pittsburgh), researching social implications of rating and reputation systems in Massively Multiplayer Online Role-playing Games (MMORPGs).

2008

Conducted a study on Question & Answer websites involving the prediction of informational or conversational content, directed by Professor Joesph A. Konstan. Published paper on findings.

Student Researcher

Adventium Labs, Minneapolis MN

Summers 2006, 2007, 2008, Winter 2008

Assisted with website maintenance and development. Performed Internet research on Anti Tamper technologies. Conducted a brief security analysis and attack scenario of Fargo, ND Air National Guard Base. Reviewed internal network ontology for sensitive internal information.

Undergraduate Tutor / Peer Advisor

University of Minnesota Institute of Technology, Honors Department

2007-2009

Tutored undergraduate students in entry level physics, math, computer science, and electrical engineering. Gave lengthy advice about class enrollment and academic careers during official summer orientation. Presented information to parent groups during official Institute of Technology tours.

Other

2009-2010 Academic Year

Worked as a part of the Chipmark development team at the University of Minnesota under Professor John Riedl. Coordinated development and migration of online bookmarking web service with group at Microsoft Fargo.

Summer 2008, January 2009.

Published & sold rights to a set of video tutorials describing the set-up and implementation of effective User Interfaces for the largest MMORPG, World of Warcraft. Content is published on personal site, <http://www.pvptutorial.com>.

Programming/Tech Experience

- Experienced in Lua, C, C#.
- Familiar with C++, Java, MIPS Assembly, SimpleScalar, ASP.NET, MVC, Python-Django.

Publications

F. Maxwell Harper, Daniel Moy, Joseph A. Konstan. *Facts or Friends? Distinguishing Information and Conversational Questions in Social Q&A Sites*. ACM Conference on Human Factors in Computing Systems (CHI), Boston, MA. Apr 2009. Best paper nomination.

Awards

Bentson Scholar, \$20,000 total, 2006-2010

Roger Nordby Scholarship, \$2,000 total, 2007-2008