

Anthony Daniel Walker

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Project References: github.com/anthonyy-walker/InSight | github.com/AIBuissnessGroup/ProjectHarvest
github.com/AIBuissnessGroup/ABGWebsite | github.com/anthonyy-walker/Harvest

EDUCATION

University of Michigan

Computer Science - College of Literature, Science, and the Arts
Michigan Research and Discovery Scholars (MRADS)

Ann Arbor, MI

August 2024 - Present

WORK EXPERIENCE

AI Business Group (ABG)

Founder & President

Ann Arbor, MI

January 2025 - Present

Organizational Leadership

- Structured the executive board; grew ABG into the largest AI-focused student organization on campus.
- Raised \$10,000 in funding to support projects, events, and internship opportunities for students.
- Secured affiliation with the Ross School of Business and College of Engineering, expanding credibility and reach.
- Launched and managed cross-functional teams to deliver AI-driven products from requirements gathering through deployment.
- Established recruitment and mentorship pipelines to align talent with product development and user needs across industries.

ABG Website & Platform Ecosystem

- Architected and deployed a full-stack Next.js 14 ecosystem with Google OAuth, MongoDB, Tailwind, PM2, and Nginx.
- Collaborated with exec members to translate business requirements into user stories, feature specs, and product roadmaps.
- Designed a custom backend CMS with dynamic form building, application reviews, team management, and content editing.
- Implemented an event system with QR code check-in, automated waitlists, and capacity management.
- Built a live production countdown system with urgency theming, glitch-immune overlays, and cinematic transitions.
- Created a signature tech showcase that positioned ABG as an innovation-driven AI/tech organization and major student draw.

ITPIE - VAE

Software Intern

Springfield, VA

May 2025 - August 2025

- Contributed to ITPIE, supporting DoD, Intelligence Community, and government clients.
- Partnered with product managers to define feature requirements, prioritize backlog items, and test AI-powered enhancements.
- Built and integrated AI features to improve data enrichment and analytics.
- Worked with engineers to ensure secure deployment and smooth integration.
- Gained exposure to large-scale enterprise environments, including multi-vendor and segmented networks.
- Improved technical skills in AI integration, software testing, and collaborative development.

University of Michigan, Information Interaction Lab

Research Assistant – GenAI to develop AR Privacy Assistant

Ann Arbor, MI

September 2024 - April 2025

- Researched privacy risks of AI-integrated AR devices (Google, Meta, Apple) compared to traditional mobile tech.
- Presented findings at the National Conference on Undergraduate Research (NCUR) on Gen AI | AR Privacy.
- Built multiple algorithms for object detection and analysis in AR environments.
- Built object, face, and gesture detection algorithms using Audiopipe APIs to analyze AR-collected environmental data.
- Developing functionality to display bounding boxes for detected objects and combined models for scene analysis.
- Enabled the AI to aggregate and interpret AR-collected data for real-time scene understanding and privacy risk assessment.

Unreal Hub - Formerly UEFN Hub

Founder & Lead Developer

Ann Arbor, MI

September 2021 - Present

- Grew to 28K+ followers and 2M+ impressions, partnering with MrBeast, Coachella, Ukrainian Government and others.
- Analyzed user engagement data to identify trends and inform product improvements for creator analytics tools.
- Collaborated with the LEGO Group and Cherry Pick Talent to promote branded creative experiences and community events.
- Produced Unreal Island Showdown series using vMix, delivering high-quality broadcasts for the Fortnite Creative community.

Project Harvest - Ongoing

- Developing Project Harvest, a platform providing Fortnite creators analytics on map performance and growth.
- Engineered Node.js back-end services to process Epic Games API requests with real-time & historical insights.
- Built data pipelines to track CCU, peak players, and engagement trends for creator growth tools.
- Maintained product roadmap and documentation aligning creator feedback with feature development priorities.
- Designed the platform to enhance creator visibility, map discovery, and data transparency.
- Scaled Unreal Hub's social presence to 2M+ monthly impressions using insights from Project Harvest.

Direct Digital Holdings

Data Analyst

Houston, TX

June 2023 - July 2023

- Developed the company's intranet platform, creating a robust and user-friendly internal system.
- Analyzed complex datasets to support strategic decisions, improving efficiency and operational insights.
- Devised a business plan for intranet objectives, integration, and optimized workflows.
- Created documentation and testing reports for intranet platform rollout to ensure successful adoption and training.
- Delivered data-driven recommendations that improved internal visibility and supported long-term growth planning.