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   **Ann Arbor, MI**
Computer Science - College of Literature, Science, and the Arts   August 2024 - Present
Michigan Research and Discovery Scholars (MRADS)

WORK EXPERIENCE

AI Business Group (ABG)   **Ann Arbor, MI**
Founder & President   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   **Springfield, VA**
Software Intern   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   **Ann Arbor, MI**
Research Assistant – GenAI to develop AR Privacy Assistant   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 - Formally UEFN Hub   **Ann Arbor, MI**
Founder & Lead Developer   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.

Stock Trading Algorithm | Personal Project   **Houston, TX**
Quantitative Developer   August 2023 - May 2024
- Engineered automated cryptocurrency trading algorithm in JavaScript using RSI indicators and Alpaca Trade API.
- Integrated TAAPI. io for real-time Binance data retrieval with error handling and automated polling mechanisms.
- Implemented Twilio SMS notifications for real-time trading alerts and decision transparency.
- Developed rules-based strategy for LTC/USDT pairs with configurable RSI thresholds for trade optimization.
- Built RESTful API integration ensuring reliable data fetching and seamless order execution.