

# Luke Currier

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## Education

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**Northeastern University**, Boston, MA Sept 2021-Present  
*Candidate for B.S. in Computer Science & Philosophy with a Minor in Data Science* Expected May 2025  
**Accolades:** GPA: 3.84/4.00 | ACT: 34 | Dean's List | Northeastern Honors Society  
**Activities:** Husky Ambassadors, A Cappella, Club Ultimate Frisbee, Rossetti Research Group  
**Relevant Courses:** Object-Oriented Design, Foundations of Data Science, Advanced Logic, Theory of Computation, Software Engineering, Ethics and Evolutionary Games

## Work Experience

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**Data Science Co-op** | Wayfair | *Boston, MA* Jan 2024 - Jun 2024

- Worked as a marketing analyst on the biggest paid search channel at Wayfair, Google PLA Ads
- Reworked internal customer audiences for algorithmic bidding, led a project to implement AI tooling
- Managed \$1M+ of daily ad spend, equating to \$5M+ of daily attributed revenue

**Venture Capital Intern** | Boom Capital Ventures | *San Francisco, CA* May 2022 - Sep 2023

- Attended pitch meetings and traveled with the GP, taking notes and providing founders with feedback.
- Developed deal sourcing initiatives for the firm as part of an extended research project.
- Worked with and learned from dozens of experts in AI, biotech, and aerospace.

**AI Hackathon Manager** | OutsideLLMS | *San Francisco, CA* Aug 2023

- Led operations for a 120-person AI hackathon on a \$20k budget - performed outreach to sponsors and developers, made social media posts, oversaw graphic design, communicated with vendors, and more
- Designed and enforced the schedule, brought on and organized 20 volunteers, and ran the venue.

## Projects

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**Replicator Dynamics Modeling** | Northeastern University | *Boston, MA* Jul 2023-Dec 2023

- Creating a codebase for non-technical researchers running simulations in game theory by translating outdated C++ and Java programs into Python to create a simple notebook interface.

**LearnPrompting** | Independent Organization | *Boston, MA* Jan 2023-Jan 2024

- Created a 3D platformer in Unity as a final project over the course of two months in a group of four.
- Wrote a simple story, designed levels, worked on sound design, and created backend functionality.

## Skills

### Computer:

**Languages:** *Proficient:* Python, Java | *Familiar:* SQL, C#, Javascript

**Software:** Git, Pycharm/IntelliJ, Eclipse, VSCode, Microsoft Office Suite, Command Line

**Libraries:** Pandas, Numpy, JUnit, Jekyll

### Non-Technical:

**Business:** Competitive Mapping, Pitch Judgement & Review, Budgeting, Fundraising

**Coordination:** Community Building/Structuring, Developer Relations, Sponsorship, Online Moderation

**Design:** Figma, Mathematica, Procreate, Powerpoint/Slides

## Interests

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Machine Learning | Game Theory | Music Composition | Sports & Outdoor | Science Fiction