Lewis Arnsten
1820 S Ashland Ave, Chicago, IL 60608 | (917) 580-2126
lewisarnsten@gmail.com | Lewarn00 | lewarn00.github.io

EDUCATION

University of Chicago	Chicago, IL
B.A. in Computer Science with a Specialization in Machine Learning	June 2023
B.A. in English Language and Literature	

GPA: 3.67/4.00

Relevant Courses: Mathematical Foundations of Machine Learning, Introduction to Neural Networks, Introduction to Computer Vision, Inclusive Technology: Designing for Underserved and Marginalized Populations, Mobile Computing

SKILLS

Languages – Python, C, JavaScript, Solidity, Swift, HTML, CSS
Frameworks – PyTorch, SciPy, PIL, Pandas, Numpy, Web3.js, React.js
Misc. Software – Git, Unix

EXPERIENCE

Latent Culture [latentculture.com]	Chicago, IL
Lead Developer	Feb 2021 – Present

- Worked closely under Jason Salavon at his University of Chicago-based art studio to bring to life TODEM [latentculture.com/todem], a mosaic GIF artwork of unprecedented size (5.8B pixels) created using cutting-edge generative AI and published using the Ethereum ERC-721 standard.
- Lead product development from end-to-end. Served as the programming backbone and worked collaboratively on all aspects of the project, including engineering, art, UI, UX, security, and marketing.
- Created, tested, and iteratively improved the UI and UX for TODEM–an interactive, immersive map-style interface.
- Designed and programmed the rendering pipeline for TODEM. Invented a workflow for rendering "gigascale" animations involving complex data pipelines, multiprocessing, and the implementation of generative AI models from Generative Adversarial Networks to Stable Diffusion–focusing on conditional image synthesis.
- Built all blockchain infrastructure for TODEM. Drafted, tested, optimized, and oversaw publication of the TODEM contract [contract link]. Managed the project through unstable market conditions, netting over $50,000 in primary sales and $30,000 in secondary sales.
- Gained experience regarding product planning, prototyping, iterative product development, understanding users, and bringing products to market.

Coding4Youth	Remote
Instructor	June 2020 – September 2020

- Instructed children ages eight to sixteen in Javascript, HTML, CSS, and Minecraft Lua.

New York Stem Cell Foundation	New York, NY
Automation Engineering Intern	June 2017 – June 2019

- Spent three consecutive summers programming methods, modules, and workflows for pipetting robots.
- Integrated machine learning and computer vision algorithms into procedures for quality control.

Ski Butternut	Great Barrington, MA
Instructor	December 2015 – March 2019

- Ski instructor for children ages four to eight at a family ski mountain.