

Lewis Arnsten

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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, SVN, Microsoft Office

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** (React, Web3)—an interactive, immersive map-style interface.
- Designed and programmed the rendering pipeline (Python, PyTorch, PIL) for **TODEM**. Invented a workflow for rendering gigascale animations involving complex data pipelines, multiprocessing across three systems and ten GPUs, 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** (Solidity). 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.