

**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, 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**

**Jason Salavon Studio**

Chicago, IL

**Lead Developer**

Feb 2021 – Present

- Worked closely under artist Jason Salavon at his University of Chicago-based studio to create **TODEM** [[latentculture.com/todem](https://latentculture.com/todem)], a mosaic GIF artwork of unprecedented size (5.8B pixels) built 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 backend, frontend, rendering, data management, AI, and security.
- Created 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—focusing on conditional image synthesis.
- Built all blockchain infrastructure for **TODEM**. Drafted, tested, optimized, and oversaw publication of the **TODEM** contract [[contract link](#)] netting over \$100,000 in total sales.
- Gained experience and confidence tackling problems from all-across the tech stack.

**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.