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Lauren “PK” Byunn-Rieder

they/them

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<https://bililun.github.io/portfolio>

Education

Harvard University

AB Computer Science on Mind, Brain, Behavior honors track. **GPA:** 3.97.

Cambridge, MA

May 2025

Castilleja School

GPA: Weighted: 4.4 / Unweighted: 4.0.

Palo Alto, CA

June 2020

Work Experience

Rockstar Games - Intern: R&D Performance Capture

Jun 2024 - Aug 2024

Led a novel project from research to prototype using tools such as 3D printing, soldering, circuit design, and assembly. Acted as a junior engineer, programmer, and R&D resource for performance capture facilities group. Researched novel methods to improve performance capture pipelines.

Zero Summer Storytelling - Lead Programmer

Jun 2022 – present

Developed code structure for and programmed interactive fiction game using Unity Engine. Scripted narrative using Ink scripting language. Designed user interface and resource mechanics.

Harvard University - Course Assistant

Aug 2022 - May 2024

“Data Structures and Algorithms”: Led office hours and sections for 200-student course. Taught problem-solving strategies and proof-based logic. Graded student work.

“Intro to Digital Fabrication”: Taught technical makerspace skills such as software development, Internet of Things networking, prototyping, and 3D design.

Institute for Applied Tinkering - Tinkering School Leadership Council

May 2020 - Feb 2022

Invited onto 7-member council to provide executive-level direction over areas including \$600k organizational budget, programming, staffing, and strategic planning. Directly managed site of 6 staff and 20 kids per session. Designed and built “Mars Mission” web-controllable robots for new virtual programming.

Activities

Harvard Undergraduate Game Developers - President

Sep 2023 - present

Spearheaded game jam planning. Facilitated club meetings and engaged 20-person membership in collaborative game development. Trained members in Unity and Godot.

Harvard-Radcliffe Dramatic Club - Board of Directors, Technical Chair

Jan 2024 - present

Drove high production quality across 20+ shows/year. Represented technical perspective on the Board of 1500-person student-run organization.

FIRST Robotics Team 1700 - Team Captain, CAD Lead

2015 – 2020

Led nationally competitive team of 50 students.

Technical Skills & Interests

Computer Languages — C/C++, C#, Python, Swift, Processing, Javascript, HTML.

Engines and Software — Unity, Godot, Ink, Twine, Love2D, Autodesk Fusion360, Figma, Qualtrics.

Creative Pursuits — tabletop & video gaming, creative writing, choral singing, technical theater.