Lauren "PK" Byunn-Rieder

they/them

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Education

Harvard University (Cambridge, MA)   2021-2025
Concentration/Major: Computer Science (Mind, Brain, Behavior honors track). **GPA**: 3.96 (fall 2023).
Relevant coursework & extracurriculars: Significant coursework in Computer Science, Applied Math, Creative Writing. Harvard Game Developers (Vice President), Women in Computer Science, Radcliffe Choral Society (Board), Harvard-Radcliffe Dramatic Club (Board).

Castilleja School (Palo Alto, CA)   2013 – 2020
GPA: Weighted: 4.4 / Unweighted: 4.0.

Experience and Projects

Zero Summer Storytelling - Lead Programmer   2022 – present
Designed code structure for and programmed interactive fiction game using Unity Engine. Designed and wrote narrative, including structure and prose, using Ink scripting language.

Course Assistant, "Intro to Digital Fabrication"   2022-2023
Taught makerspace skills (3D printing, Arduino development, etc.) and advised student projects.

Institute for Applied Tinkering   2015 – 2021
Tinkering School Leadership Council (2020-2021)
Invited onto seven-member council to provide executive-level leadership and direction over areas including organizational budget, programming, staffing, and strategic planning.
Program Manager (2020 - 2021); Camp Captain (Summers 2019 - 2021)
Led overnight, day camp, and afterschool programs. Directly managed site of 6 staff and 20 kids per session, including cross-site trainings, activities, and logistics. Developed new virtual programming, e.g. simulating a collaborative Mars rover mission. Youngest staff ever promoted to Camp Captain or Program Manager.
Collaborator (Summers 2017 – 2020); Junior Collaborator (Summers 2015 – 2017)
Provided guidance and collaborative leadership. Trained kids on safe use of power tools and design thinking. Documented activities through daily blog and photography.

FIRST Robotics Team 1700 - Team Captain (2019-2020), CAD Lead (2017-2019)   2015 – 2020
Led nationally competitive team of 50 students. Designed digital plans of each year's robot in Fusion 360. Involved in outreach efforts to encourage local underprivileged girls to explore STEM.

Awards
Castilleja Computer Science & Engineering Award   2020

Skills & Interests

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

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

Creative Pursuits — tabletop & video gaming, storytelling, singing, tech theater.