

(650) 391 6260

Lauren “PK” Byunn-Rieder

they/them

lbyunnrieder@college.harvard.edu

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

Education

Harvard University

AB Computer Science on Mind, Brain, Behavior honors track. **GPA:** 3.96.

Cambridge, MA

May 2025

Castilleja School

GPA: Weighted: 4.4 / Unweighted: 4.0.

Palo Alto, CA

June 2020

Experience

Zero Summer Storytelling - Lead Programmer

Jun 2022 – present

Developed code structure for and programmed interactive fiction game using Unity Engine. Wrote narrative, including structure and prose, using Ink scripting language. Designed user interface and prototyped resource mechanics.

Harvard Undergraduate Game Developers - Vice 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 University - Course Assistant, “Data Structures and Algorithms”

Jan 2024 - present

Led office hours and sections for 200-student class. Taught problem-solving strategies and proof-based logic. Graded student work.

Harvard University - Course Assistant, “Intro to Digital Fabrication”

Aug 2022 - Dec 2023

Taught technical makerspace skills (3D printing, Arduino development, etc.) and provided personalized feedback on student projects.

Institute for Applied Tinkering - Tinkering School Leadership Council

Aug 2020 - Feb 2022

Invited onto seven-member council to provide executive-level leadership and direction over areas including \$600k organizational budget, programming, staffing, and strategic planning.

Institute for Applied Tinkering - Program Manager

May 2020 - Aug 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 by designing and building web-controllable robots. Youngest staff ever promoted to Program Manager.

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.

Technical Skills & Interests

Computer Languages — C/C++, C#, Python, Java, 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.