

Luke Camery

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EDUCATION

BROWN UNIVERSITY

Sc.M. IN COMPUTER SCIENCE

Sc.B. IN COMPUTER SCIENCE AND ECONOMICS

Expected: May 2017 | Providence, RI.

Cumulative GPA: 3.98

Concurrent Master's Degree.

THE TRINITY SCHOOL

May 2013 | New York, NY

Student Body President

#1 Computer Science Student

LeMaire Prize for Citizenship

LINKS

Github:// [lccodes](#)

LinkedIn:// [luke-camery](#)

COURSEWORK

GRADUATE

Software Security

Systems Security

Machine Learning

UNDERGRADUATE

Computer Systems

Cybersecurity and IR

Econometrics

Functional Programming

Algorithmic Game Theory

Behavioral Economics

SKILLS

TECHNICAL

Most Advanced:

Java

Advanced:

Bash • Processing • HTML • JavaScript

Intermediate:

C • OCaml • Hadoop • SQL

Python • Go • Racket

Beginner:

Docker • Scala • Apache Spark

CSS • PHP • Android

Familiar:

Rails • \LaTeX • Command Prompt

Assembly • C#

OTHER

Computer and Network Security • OS

3D Printing • Management • Robotics

Internet Governance • Cyberpolicy

COMPUTER SCIENCE EXPERIENCE

GOOGLE | ASSOCIATE PRODUCT MANAGER INTERN

Summer 2016 | Mountain View, CA

- Envisioned and scoped "tips" (suggestions) on hotel search at the market level.
- Lead the team across engineering, UX, legal, and policy from spec to launch.
- Expanded hotel "tips" to surfaces across Google search and maps products.

PALANTIR TECHNOLOGIES | PRODUCT ENGINEER INTERN

Summer 2015 | Palo Alto, CA

- Developed features for fault tolerance and deployability on a data agnostic storage system backed by Hadoop.
- Evaluated and tuned Palantir products match with customer need.

ATLANTIC COUNCIL CYBER 9/12 CHALLENGE | FIRST PLACE TEAM

March 2015 | Washington D.C.

- Wrote and presented technical solutions and technical policy responses to a simulated cyber crisis as the youngest member of the only undergraduate team to make it beyond the first round and the only undergraduate team to ever win.

NSF RESEARCH GRANT | STUDY DESIGN + SOFTWARE ENGINEERING

June 2014 – December 2014 | New York City + Providence, RI

- Designed a study with Professor Amy Greenwald to examine user engagement and model suspense and surprise in fantasy football.
- Developed and deployed a Chrome Extension with an engaging front-end that tracks users actions, communicates with a PHP backed server to record activity, and prompts users with questions.

BROWN UNIVERSITY | RESEARCH ASSISTANT IN CS AND ECONOMICS

December 2013 – Present | Providence, RI

- Implements bidding agents and is iterating a AI bid assistant for auctions.
- Studies algorithmic game theory, behavioral economics, no-regret learning, mechanism design, and ad exchanges with Professor Amy Greenwald.

LEADERSHIP EXPERIENCE

BROWN ENTREPRENEURSHIP PROGRAM | PRESIDENT, 2014-2015

Asked by Brown's Provost to design Brown's new Entrepreneurship Center and sat on director search committee. Oversaw a team of thirty students running a speaker series, an introductory class for underclassmen, startup recruiting events, and innovates ways to engage with startups.

BROWN UNIVERSITY SIMULATION OF THE UNITED NATIONS | SECRETARY-GENERAL, 2016

led a 50 person team that puts on a 1000 student annual MUN conference over a year long logistical and content development process.

CS180: CYBERSECURITY AND IR | 2015, 2016 HEAD TA

Graded cybersecurity and cyberpolicy essays, demonstrated security vulnerabilities, and lead discussion sections.

CS17/18: INTEGRATED INTRO. TO CS | 2014, 2016 TA

Automated testing for student solutions, wrote and graded programming problems, wrote the final exam, lead hands on programming labs, and held office hours.