

Luke Riley

Website: lukeriley.io

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Education

Brown University, Providence, RI

- A.B. expected May 2025; GPA 3.93
- Double concentration in *Computer Science* and *Modern Culture & Media*
- **Relevant CS courses:** Advanced Computer Graphics, Computer Vision, Intro Computer Graphics, Computer Systems, Software Engineering, Data Structures and Algorithms, Computing Foundations: Data
- **Relevant business courses:** Entrepreneurial Process, Principles of Economics, Statistical Inference

Harvard-Westlake School, Los Angeles, CA

- Class of 2021; *Cum Laude*; GPA 4.5

Professional Experience

Wizard / Genius Productions, Los Angeles, CA

A.I. Intern

May 2024 – August 2024

- Assisted media tech startup producing content using AI stylization and original footage; content acquired by Warner Bros. and various social media channels
- Implemented AI style transfer model for live-action footage using Python and Tensorflow
- Compiled training datasets using Python, Pandas, and OpenCV
- Maintained realtime media pipeline using FFMPEG, Unreal Engine, and Javascript
- Constructed virtual sets and graphics in Unreal Engine and After Effects

PBS Distribution, Arlington, VA

Content and Operations Intern

June - July 2023

- Analyzed PBSd revenue/streaming data using SQL and Excel to recommend rights renewals on expiring titles
- Compiled research for promotion of the Oscar-winning PBS documentary *20 Days in Mariupol*
- Tracked acquisitions, production status, release schedules and distribution planning
- Reviewed and researched program rights, verified content launches; compiled release strategies

Brown University, Providence, RI

Teaching Assistant, CSCI 1230 – Computer Graphics

June 2024 – Present

- Assist instruction in concepts related to 3D vector graphics, raytracing, and OpenGL
- Modify and manage curriculum and educational tools

Curious Cardinals, Providence, RI

Instructor

July 2022 – Present

- Teach and mentor middle and high school students in topics ranging from Python, Javascript, 3D game design, and filmmaking

Activities

Brown Motion Pictures Club, Providence, RI

Technical Coordinator, Editor, Associate Producer

Oct. 2021 – Present

- **Technical Coordinator** (current): Manage equipment, software, and technical practices for all members in the Ivy League's largest film production club

Brown Technology Consulting Group, Providence, RI
Member

Sept. 2023 – May 2024

- Compiled market research, provided UI and development services to SMASH Partners Capital as well as LevelUp, a digital marketing agency

Hack@Brown, Providence, RI

Web Developer

Sept. 2022 – Jan. 2023; Sept. 2023 - Feb. 2024

- Designed and deployed website and internal tools as part of the Dev Team for Hack@Brown hackathon, which hosts over 500 college students in a 48-hr competitive event

Brown Film Magazine, Providence, RI

Staff Writer

Jan. 2023 – Present

- Write articles for Brown Univ.'s film magazine: movie reviews, creative nonfiction, and interviews with members of entertainment industry

Technical Skills and Projects

See all technical projects at lukeriley.io/projects

- **C++:** Utilized in various computer graphics/simulation projects: path tracer, physics engine, multiplayer FPS game; all written from scratch with C++ and OpenGL
- **Python:** Implemented NeRF model with PyTorch; Implemented style transfer model using Tensorflow
- **Typescript/React.js:** Utilized in the development of various Brown student org. websites ([see full list](#))
- **MongoDB, Express.js, Node.js:** Utilized MERN stack to create an accessible full-stack animation web app
- **C:** Utilized in CSCI 0330 to create database and memory allocator.
- **Unity Game Engine/C#:** Teach an introductory game design course in Unity to middle and high schoolers
- **Languages:** Fluent in English and Spanish; Intermediate in Russian and German (B1 Certificate)