Lundeen Cahilly

+1 (203) 780-1564 | lcahilly@stanford.edu | linkedin.com/in/lundeencahilly | github.com/lundeen06

Education

Stanford University — *Engineering Physics & Computer Science*
Stanford, CA — *Sep. 2024 – Jun. 2028*

- GPA: 3.9/4.0
- Relevant Coursework: Mechanics and Special Relativity, Programming Methodologies, Linear Algebra and Multivariable Calculus, Into the Metaverse: Designing the Future of Virtual Worlds, An Intro to Making & EE

Phillips Academy
Andover, MA — *Aug. 2020 – Jun. 2024*

- GPA: 5.97/6.0 *(top decile: 5.8/6.0)*
- Relevant Coursework: Modern Physics, Astronomy Research, AP Physics C Mechanics and E&M, The Art of Persuasion

Experience

Virtual Human Interaction Lab (VHIL) — *Undergraduate Researcher*
Stanford, CA — *Jan. 2025 – Present*

- Working with Prof. Jeremy Bailenson's XR research lab to quantify behavioral effects of XR via objective body measurements
- Developing computer vision-based motion tracking systems to enable precise measurement of human movement responses for studies on multimodal XR interfaces (e.g., haptics, spatial audio)

Stanford Space Initiative — *Satellite GNC Engineer*
Stanford, CA — *Sep. 2024 – Present*

- Developing satellite dynamics simulations, including developing real-world physics models and PID & LQR control algorithms; designing a control-specific board and porting the simulation software to flight code
- Developed physics-based torque optimization software to design PCB-based magnetorquers and draw the circuit directly into KiCAD software, ensuring maximal effectiveness of our magnetorquer designs

Dragon Group LLC — *Analyst*
Greenwich, CT — *Jun. 2017 – Aug. 2024*

- Developed financial models and identified key strategic nuances as part of a 10-person core team, including Lisa and Alex Bhathal, to successfully secure the Bhathal family's acquisition of Portland's new WNBA franchise
- Spent 1 month in São Paulo working with media-tech founders in video streaming & data-driven content creation to translate their success to global markets
- Identified Unreal Engine's hidden value during the 2017 Fortnite bubble, directly leading to Epic Games invest't

The Ligado Society — *Cofounder, Board of Directors*
Greenwich, CT — *May 2017 – Present*

- 501(c)(3) inclusive tech startup helping marginalized Portuguese-speaking kids esp. in Mozambique & Brazil
- Created & distributed high-value digital COVID-19 info reaching $\geq 50k$ Mozambicans on a regular basis

Projects

Nomi — *May 2024 – Present*

- College dining startup enabling students with ML to easily find healthy and safe meals, especially athletes and students with food restrictions including myself and cofounder Max Huang (UChicago XC/TF '28)
- Provide real-time student feedback to dining providers to enable targeted improvements in nutrition and food waste reduction
- Scheduled to go live at Stanford & UChicago campuses in Q1 2025

HEIMDALL Protocol — *Jun. 2023 – Aug. 2023*

- Wrote whitepaper proposing architecture of a purpose-built decentralized autonomous organization (DAO) for NASA challenge proposals (e.g., Mars XR challenge) that provides teams access to cheap, information-sensitive compute
- Architecture incorporates distributed compute, game theory, NASA oracles, & zero-knowledge proofs to optimize digital twin development and simulation while maintaining ITAR compliance

Corsair Investment Theses & Acquisition — *May 2017 – Dec. 2019*

- Conducted comprehensive due diligence and wrote investment theses analyzing emerging trends in the gaming ecosystem, directly leading to Dragon Group's initial Corsair Gaming investment
- Leveraged intimate understanding of the gaming ecosystem to identify opportunities post-acquisition, leading to Corsair's subsequent acquisitions of Elgato (content creation), Origin (custom PCs), and SCUF (controllers)

Other

Technical Skills: Python, Julia, C, KiCAD, Javascript (React, Typescript), Unity, Unreal Engine 5, Solidity, Microcontrollers