

Richard Álvarez

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About Me

Aspiring software engineer with a passion for leveraging technology to solve complex problems in fast-paced environments. Experienced in research, programming, and collaborative development, with a focus on systems programming, data structures, and advanced algorithms. Created 17 unique open-source projects and published two papers on machine learning, showcasing my ability to innovate in computational and creative workflows.

Education

Kenyon College

Bachelor of Arts in Film; GPA: 3.4/4.0

Gambier, Ohio

Aug 2020 – May 2024

Minor in History and Concentration in Integrated Program in Humane Studies

- **Relevant coursework:** Senior Research Seminar, AI for the Humanities, Software Development, Programming Humanity, Data Structures & Program Design, Introduction to Programming
- **Extracurriculars:** Horn Gallery Videographer, Club Basketball, KSJP

Work Experience

Library and Information Services (LBIS), Kenyon College

IT Assistant · Part-time

Gambier, Ohio

Sep 2023 – Feb 2024

I supported campus-wide technology needs by preparing workstations, moving office tech, and securely erasing and recycling equipment. I restocked printers daily. I conducted classroom checks under the guidance of team members. I streamlined team projects by applying programming skills, in one instance by generating a spreadsheet of course meetings and classroom locations to determine when our techs could perform maintenance.

Sommerlad Construction

General Contractor · Part-time

Chicago, Illinois

Jun 2023 – Aug 2023

I participated in demolition projects for remodeling efforts, performed general land management tasks such as lawn mowing and simple assembly, and supported the team in meeting deadlines and adhering to safety standards.

Publications

A Retrieval-Augmented Film Recommendation System | [GitHub](#) | [Digital Kenyon](#) | May 2024

- Utilized LangChain's OpenAI integration for dynamic query generation based on user preferences, demonstrating the potential for advanced AI and machine learning techniques in digital entertainment.
- Developed a Retrieval-Augmented Film Recommendation System using Node.js, integrating OMDb and TMDb APIs to enhance movie metadata for precise and personalized recommendations.

Certifications

CompTIA ITF+ Sep 2024

NYU Tandon Bridge Mar 2025

Completed coursework in C++, Networking, Computer Architecture, and Discrete Mathematics, gaining foundational knowledge in system-level programming and computational theory.

Awards & Achievements

Leadership Book Award

George Washington University

Chicago, Illinois

Apr 2019

Skills

Programming Languages: C++, Python, JavaScript, SQL, PHP, Rust

Frameworks: React, Tailwind CSS, Scikit-Learn

Systems Knowledge: Linux, Systems Programming, Data Structures

Tools: Git, Docker, DaVinci Resolve, Adobe Creative Suite

Languages: English (Fluent), Spanish (Intermediate)