

RICHARD ANTHONY ÁLVAREZ

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ABOUT ME

My journey in computer science started with a book on C programming, a gift from my father when I wanted to build video games. The challenge of rendering a triangle on the screen ignited my passion for the field, and that passion continues to drive me today. I actively create experimental short films and music videos, completing over 15 projects so far. My research in large language models (LLMs) has led to two published papers. I've captained national web development competition teams and built 17 unique programming projects. I aim to bring a creative perspective and enthusiastic communication skills to IT and engineering teams. Outside of work, I enjoy reading, visiting local theaters, and hiking.

EDUCATION

Kenyon College

Bachelor of Arts in Film

Minor in History and Concentration in Integrated Program in Humane Studies

Gambier, Ohio

Aug 2020 - May 2024

- **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

Gambier, Ohio

Sep 2023 - Feb 2024

At Kenyon College, 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 automatically creating a spreadsheet of course meetings and classroom locations to determine when our techs could perform maintenance.

HSCHK

Research Assistant

Chicago, Illinois

Aug 2018 - Nov 2019

At the University of Chicago, I worked under Bernard Dickens III on strategies to protect against supply-chain attacks and ensure file integrity using advanced checksum technologies. I attended monthly code reviews and contributed 27 commits to the repository. This role taught me professionalism and collaboration in cybersecurity.

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.

Unsupervised Deep Learning and PySceneDetect Analysis | [GitHub](#) | [Digital Kenyon](#) | May 2023

- Analyzed short-format video editing trends using PySceneDetect and DNNs.
- Employed t-SNE and PCA for data visualization and pattern discovery.

SKILLS

Languages: English (Native), Spanish (Intermediate)

Programming: C, C++, Python, JavaScript/Node, Rust, SQL, MySQL, PHP

Technologies: Docker, DNNs (Deep Neural Networks), NLP (Sentiment Analysis, Topic Modeling), OpenCV, Linux

Frameworks: Next.js, React, Tailwind, Scikit-Learn, Keras

Applications: Davinci Resolve, Adobe Suite, Cinema4D