

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've captained national web development competition teams and built 17 unique open-source programming projects. My research in large language models (LLMs) has led to two published papers. I actively create experimental short films and music videos, completing over 15 projects so far. 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 generating 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 an academic paper proposing 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