

Luke Currier

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Availability: January 2024 - June 2024

Education

Northeastern University, Boston, MA Sept 2021-Present
Candidate for B.S. in Computer Science & Philosophy with a Minor in Data Science Expected May 2025
Accolades: GPA: 3.84/4.00 | ACT: 34 | Dean's List | Northeastern Honors Society
Activities: Husky Ambassadors, A Cappella, Club Ultimate Frisbee, Rossetti Research Group
Relevant Courses: Object-Oriented Design, Foundations of Data Science, Advanced Logic, Theory of Computation, Game Programming, Ethics and Evolutionary Games

Work Experience

Venture Capital Intern | Boom Capital Ventures | *San Francisco, CA* May 2022 - Sep 2023

- Attended pitch meetings and traveled with the GP, taking notes and providing founders with feedback.
- Developed deal sourcing initiatives for the firm as part of an extended research project.
- Worked with and learned from dozens of experts in AI, biotech, and aerospace.

AI Hackathon Manager | OutsideLLMS | *San Francisco, CA* Aug 2023

- Led operations for a 120-person AI hackathon on a \$20k budget - performed outreach to sponsors and developers, made social media posts, oversaw graphic design, communicated with vendors, and more
- Designed and enforced the schedule, brought on and organized 20 volunteers, and ran the venue.

TA for Introduction to Logic | Northeastern University | *Boston, MA* Jan 2023-May 2023

- Assisted the philosophy department head at his request with his largest class, Intro to Logic.
- Held regular office hours, graded tests, and provided tutoring to a class of 95 students.

Projects

Replicator Dynamics Modeling | Northeastern University | *Boston, MA* Jul 2023-Present

- Creating a codebase for non-technical researchers running simulations in game theory by translating outdated C++ and Java programs into Python to create a simple notebook interface.

Runt | Northeastern University | *Boston, MA* Jul 2023-Aug 2023

- Created a 3D platformer in Unity as a final project over the course of two months in a group of four.
- Wrote a simple story, designed levels, worked on sound design, and created backend functionality.

Skills

Computer:

Languages: *Proficient:* Python, Java | *Familiar:* SQL, C#, HTML, CSS

Software: Git, Pycharm/Intellij, Eclipse, VSCode, Microsoft Office Suite, Command Line

Libraries: Pandas, Numpy, JUnit, Jekyll

Non-Technical:

Business: Competitive Mapping, Pitch Judgement & Review, Budgeting, Fundraising

Coordination: Community Building/Structuring, Developer Relations, Sponsorship, Online Moderation

Design: Figma, Mathematica, Procreate, Powerpoint/Slide Decks

Interests

Game Theory & Design | Music Composition | Ultimate Frisbee | Science Fiction | Fighting Games & RPGs