

# David Lee

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Creative technologist, AI filmmaker and writer specializing in ComfyUI workflows, generative video pipelines and AI-native cinematic storytelling. Experienced in building production-ready workflows across image generation, video synthesis, editing and AI-assisted creative development.

## Education

**BA, MATH AND COMPUTER SCIENCE | BOSTON UNIVERSITY | GPA: 3.78**

**SPRING 2025**

- Includes 1 year coursework Master's Level Machine Learning/Deep Learning

## AI Workflow & Production Stack

- Image Generation: Flux, Nano Banana, ControlNet workflows, compositing, upscaling
- Video Generation: Seedance, Kling, LTX, ID-LoRA consistency workflows
- Audio: ElevenLabs, Suno
- Editing/Post: DaVinci Resolve, GIMP
- Development: Python, PyTorch, ComfyUI custom nodes, GitHub, Codex

## Experience

**WRITER, DIRECTOR, EDITOR | VARIOUS AI SHORTS**

**2026 - PRESENT**

- "The Last Time I Saw Da Vinci": [Watch Film](#) | [Read Screenplay](#). Directed and assembled AI-generated cinematic sequences with Flux Klein compositing workflows, Seedance 2.0 video generation and ElevenLabs voice synthesis. **Nominated for PixVerse Award at 2026 MIT Global AI Film Hack.**
- "Not Gonna Make It": [Watch Film](#) | [Read Screenplay](#). Directed and assembled AI-generated cinematic sequences using Nano Banana Pro, Seedance 1.5 and Gaussian Splats for efficient multi-angle coverage.

**COMFYUI DEVELOPER**

**2025 - PRESENT**

- Built and customized ComfyUI workflows using Flux Klein native conditioning systems and ControlNet-style guidance for cinematic composition, shot consistency, and keyframe upscaling.
- Developed custom nodes + workflows for ComfyUI, adding features such as [support for new frame interpolation models](#), [implementation of quantized Stable Diffusion XL](#) and [implementation of few-step quantized Flux sampling](#).

**FOUNDING ENGINEER | IDESIGNGLOBAL AI-POWERED VISUALS AND BRANDING**

**2024 - PRESENT**

- Developed a retrieval-augmented generation pipeline using social media trend analysis to generate branded visual content.
- Designed, launched, and scaled a visual storytelling brand ("The Adventures of Danny Hoopenbiller"), producing hundreds of AI-generated viral Reels (1M+ organic views in 2025).

**WRITER, EDITOR, ACTOR | BAY STATE TV SERIES | BOSTON UNIVERSITY**

**2023 - 2025**

- Collaborated in a fast-paced writers' room environment to develop episodic comedy and thriller content, contributing scripts, revisions, character dialogue and story development. Contributed to episodes including "[The Priest With The Cross Tattoo](#)", "[Call Me By Your Catholic Name](#)" and "[The Killer](#)". Read a [writing sample](#).

**STUDENT RESEARCHER | BOSTON UNIVERSITY**

**2022-2023**

- Trained Generative Adversarial Networks using Tensorflow library to synthesize Alzheimer's Disease MRI scans, achieving a structural similarity index measure of  $0.938 \pm 0.001$ .