

Luke Kratsios

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Designing tools that bridge creative intent and machine intelligence. Rooted in architecture, software engineering, and VFX, with a focus on building parametric and AI-powered systems that accelerate iteration while preserving authorship and clarity.

EXPERIENCE

Founder & Lead Developer, Texturaizer – 3D-driven AI image & asset gen platform. [More Info](#) 1/24 – Present

- Built Blender add-on that streams 3D scene data to ComfyUI for controllable, AI visuals and assets
- Engineered 60 FPS multipass rendering (depth/normal/edge/seg-ID) with ControlNet-guided local prompts
- Added REST + WebSocket backend, licensing, and comprehensive docs (in-app, wiki, videos)
- Designed a modular UI (basic/advanced) and shipped 50+ custom ComfyUI nodes and workflows
- Reached 200K+ people across YouTube, LinkedIn, and Instagram; formed a growing Discord community

AI Tooling Engineer, Lumara Learning – early-stage startup 2/25 – Present

- Implemented dataset-scraping, labeling, and LLM-training pipelines for 5,000+ entry points
- Crafted dozens of specialized ComfyUI workflows and asset toolchains for internal products
- Produced Three.js renderer, 3D assets/animations, and reverse-engineered console parental controls

Designer & 3D Modeling Consultant, Freelance 1/18 – Present

- Provide graphic design and rendering services for advertising, competitions, and publications
- Deliver precise 3D models and design consulting for high-performance 3D printing (client: 3DRM)

Omniverse Extension Engineer, Nvidia 6/21 – 9/21, 6/22 – 9/22

- Developed automated tooling for optimizing 50M+ vertex meshes 100x faster, enabling complex digital-twin simulations
- Constructed Blender-Omniverse plug-in; Formulated and integrated 20+ UI features
- Facilitated collaboration across 4 continents by creating GitLab branches, merging PRs, and fixing conflicts

Research and Teaching Assistant, Cornell University

- Research – Cornell Computer Graphics Lab (Prof. Don Greenberg) – AI, graphics, and parametric design 6/21 – 6/23
- Teaching – Cornell Computer Graphics: ran lab sessions, seminars, and office hours for 80+ students 8/21 – 12/21
- Research – Robotic Construction Lab (Prof. Sasa Zivkovic) – 7-axis robotic arm control and fabrication 1/21 – 5/21

Co-Founder and Business Developer, Camp Connect – Virtual STEM Summer Camp 4/20 – 8/20

- Co-founded COVID-era startup; grew to 32 staff and delivered live STEM classes to 200 + middle-schoolers

EDUCATION

Cornell University, Bachelor of Architecture, 5-year professional degree program 8/18 – 5/23
Dean's List; GPA 3.8; matriculated May 2023

Cornell Architecture Summer Exhibition: Thesis showcased in “exhibition of exemplary student work” 5/23 – 8/23

Relevant Coursework: Computer Graphics, OOP & Data Structures, Discrete Math, Advanced Game Design

Architectural Intelligence, Senior Thesis 8/22 – 6/23

Developed and utilized state-of-the-art Gen AI tools to examine how designers can leverage inherent training biases and input data for use in the design process. [More Info](#)

Digital Fabrication and Parametric Design, Independent Study 1/20 – 5/20

Explored the use of Bamboo as a modular building material in tensile structures

VR for Design Communication, Independent Study 1/21 – 5/21

Prototyped VR tools to improve design iteration and communication

Fiorello H. LaGuardia High School of Music, Art and Performing Arts, New York, NY 8/14 – 6/18

Visual Art Studio; Advanced High School Regents Diploma; GPA: 95/100

LEADERSHIP AND EXTRACURRICULARS

Eagle Scout; Boy Scouts of America Troop 1 , New York, NY Senior Patrol Leader (2 yrs), Assistant Senior Patrol Leader (1 yr), 500+ hours community service	2010 – 2018
ACHA Men’s Division 1 Cornell Club Hockey , Ithaca, NY Team Captain 2022-23, 2023 National Championships, Team Apparel Manager and Graphic Designer	8/19 – 5/23
Dragon Day, Cornell University : Leadership team; designed and built 70-foot mobile articulating dragon	1/19 – 4/19
USA Hockey , New York, NY, Tier II Travel Hockey; Team Captain 2016-17	2006 – 2018
Winner of National Design Competition , ACE Mentorship Program, New York, NY	9/16 – 4/17

SKILLS

Programming, Automation, & AI	3D & Technical tools	Design & UX
<ul style="list-style-type: none">Object Oriented Prog. (Python, C#)HTML, JS, CSS, Three.js, OpenGLBlender Python (bpy), RhinoCommon, GrasshopperGit (Co-development, versioning)Gen AI Training (Image & LLM)ComfyUI, Flux, Stable Diffusion	<ul style="list-style-type: none">Rhino 3D (Modeling, Parametric Design, CAD)Blender (Rendering, Modeling, Animation, rigging, Geo-nodes)AutoCAD/RevitUnreal Engine, Unity, OmniverseVR/AR design	<ul style="list-style-type: none">Adobe Creative Suite (Illustrator, Photoshop/Lightroom, InDesign)UI/UX Design – FigmaWeb DevelopmentGame & Character Design (2D/3D)Rapid and Iterative Prototyping3D Spatial & Architectural Design