

# CRYSTAL ATOZ

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[GitHub](#) | [LinkedIn](#) | [Portfolio](#)

## EDUCATION

### University of Nevada, Reno

*Bachelor of Science in Computer Science & Engineering, Minor in Mathematics*

Reno, NV

Jan. 2019 – May 2023

### Western Nevada College

*Associate's in Arts, Summa Cum Laude*

Carson City, NV

Aug. 2016 – May 2018

## EXPERIENCE

### Lab Technician

*City of Las Vegas | 3D Maker Center*

Feb. 2024 - Present

Las Vegas, NV

- Established and managed a new 3D Maker Center for the city
- Developed training curriculum and conducted classes for users
- Designed informational materials, including user guides, manual, safety posters, and flyers
- Managed front desk, general center operations, and printer maintenance

### Undergraduate Teaching Fellow

*University of Nevada, Reno*

Jan. 2023 - May 2023

Reno, NV

- Helped facilitate learning for CS 381-Game Engine Architecture and CS 328-Fundamentals of Game Design
- Provided hands-on guidance and grading through weekly labs to enhance student understanding
- Ensured accurate evaluation of student performance by grading a variety of assignments
- Held weekly office hours to provide personalized assistance and support to students

### Undergraduate Research Assistant

*University of Nevada, Reno | Evolutionary Computing Systems Lab*

Sep. 2021 - Dec. 2022

Reno, NV

- Created accessible video tutorials that were successfully uploaded to the lab's website
- Contributed to the development and improvement of research-based games, using problem-solving skills to address challenges encountered during the process
- Actively engaged with multiple team members on a regular basis to solve issues and support project success using Agile methodologies

## PROJECTS

### Lab Research Project | Unity, C#, Github, FileZilla, Visual Studio

Jan. 2022 - Dec. 2022

- Developed and enhanced the game TAISER under the NSF IUSE grant, A Novel AI-Human Teaming Approach to Trust and Cooperation in AI-Cybersecurity Education
- Successfully created a third-person version of the game, 'Network Collapse' to enhance user experience and engagement where Dijkstra's algorithm was used to traverse New York City maps
- Collaborated with the IUSE team, actively identified project requirements, problem-solving, and implementing new features

### Senior Capstone Project | NodeJS, VueJS, ExpressJS, MySQL, Bootstrap

Sep. 2021 - May 2022

- Collaborated within a team to successfully develop a computer science education website, MasterCS, over two semesters
- Gained valuable skills in software engineering practices, including project management, requirements gathering, system modeling, validation, testing, and utilization of various software tools
- Contributed to the role of the app's gamification, where users can earn badges and see their stats

## TECHNICAL SKILLS

**Languages:** Proficient in Python, C++; Competent with JavaScript, HTML/CSS; Familiar with R, SQL

**Frameworks/Libraries:** Familiar with NodeJS, ExpressJS, ReactJS, pandas, NumPy, Matplotlib

**Developer Tools:** Windows OS, Ubuntu, Linux Commands, FileZilla, VMWare, Git/Github, Unity, Visual Studio Code, Trello; Familiar with Docker, AWS

**Databases:** Familiar with MongoDB, MySQL

**Other :** CAD Modeling, 3D Printing, Technical Writing, Teaching