Crystal Atoz

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GitHub | **LinkedIn** | **Portfolio**

Education

University of Nevada, Reno — Reno, NV
Bachelor of Science in Computer Science & Engineering, Minor in Mathematics — *Jan. 2019 – May 2023*

Western Nevada College — Carson City, NV
Associate's in Arts, Summa Cum Laude — *Aug. 2016 – May 2018*

Experience

Undergraduate Teaching Fellow — Jan. 2023 - May 2023
University of Nevada, Reno — *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 — Sep. 2021 - Dec. 2022
University of Nevada, Reno | Evolutionary Computing Systems Lab — *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

Intro to Machine Learning Course Project | *Python, NumPy, Matplotlib* — Sep. 2022

- Successfully implemented decision trees using Python data storage methods to train, test, and predict outcomes as part of the CS 422 course project at UNR
- Acquired skills in making predictions on real-world data sets and evaluating their accuracy

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