Crystal Atoz

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GitHub | **Linkedin** | **Portfolio**

Education

University of Nevada, Reno
B.S. Computer Science & Engineering, Minor in Mathematics — January 2019 - May 2023

Western Nevada College
Associate of Arts — August 2016 - May 2018

Experience

University of Nevada, Reno | Undergraduate Teaching Fellow — January 2023 - May 2023
- Helped facilitate learning for two classes, 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

University of Nevada, Reno | Undergraduate Research Asisstant — September 2021 - December 2022
- Worked at the Evolutionary Computing Systems Lab on campus
- 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

Skills

Programming Languages:	Proficent in C++, Python; Competent with Javascript; Familiar with R, SQL
Libraries/Frameworks:	Familiar with NumPy, Matplotlib, NodeJS, ExpressJS, ReactJS
Tools / Platforms:	Windows OS, Ubuntu, Linux Commands, FileZilla, VirtualBox, Git/Github, Unity, Visual Studio Code, Trello; Familiar with Docker, AWS
Databases:	Familiar with MySQL, MongoDB

Projects / Open-Source

Lab Research Project | Link — *Unity, C#*
- 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 to enhance user experience and engagement
- Collaborated with IUSE team, actively identifyed project requirements, problem-solving, and implementing new features

Senior Capstone Project — *NodeJS, VueJS, ExpressJS, MySQL, Bootstrap*
- 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

Computer Communication Networks Course Project | Link — *C++*
- Successfully implemented a dynamic routing mechanism design in a faulty network as part of the group's final project for the CPE 400 course at UNR
- Developed proficiency in implementing various algorithms, including Dijkstra's and BFS, to optimize routing efficiency and overcome network faults

Intro to Machine Learning Course Project | Link — *Python, NumPy, Matplotlib*
- 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 datasets and evaluating their accuracy