

# Christine Lam

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## EDUCATION

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**Wellesley College**, *B.A. in Computer Science, Minor in Biology*  
**Massachusetts Institute of Technology**, *Cross-registered student*

Expected Graduation: May 2022  
Fall 2019

**Relevant Courses:** Data Structures, Computer Programming & Problem Solving, Applied Data Analysis and Statistical Inference, Foundations of Computer Systems (Fall 2019), Elementary Discrete Mathematics (Fall 2019)

## SKILLS AND ACCOMPLISHMENTS

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**Technical Skills:** Intermediate – Java, Python, R, HTML, CSS; Beginner – JavaScript, Vim, Bootstrap4, Git, Agile, Statistical Analysis, SQL, Procedural Generation, Noise Functions

**Events:** Facebook Above & Beyond Computer Science Workshop Series (Boston – 2019), Google Tech Challenge (Boston – 2019), WHACK (Wellesley Hackathon – 2018)

**Awards:** Best Team Spirit @ Google Tech Challenge, Code It Forward Social Impact Challenge Winner @ WHACK

## FEATURED PROJECTS

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### Planet Universe!

*Ongoing*

*Personal Project*

- Procedurally generated space game using Slick2D and noise in Java.
- Developed an algorithm combining simplex and Perlin noise to create smooth nebulae transitions.

### Suitcase Packer

*April 2019 – May 2019*

*Final Project for Data Structures*

- Achieved a working Java program which allows a user to input location/date of travel to return a packing list.
- Implemented the data parsing of real-world data and formatted the data.
- Collaborated with a team to communicate ideas and design the product.

### Safety First

*November 2018*

*WHACK Hackathon: Code It Forward Social Impact Challenge Winner*

- Scraped police databases to utilize historical crime data to display a heatmap of criminal activity in Boston.
- Used a deep neural network to create a model for geospatial crime frequency.

## EXPERIENCE

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**Research Assistant**, Wellesley College

**Wellesley, MA**

*Student*

*June 2019 – August 2019*

- Academia research involving publication writing and investigating colonialism in video games at the mechanical level in relation to game studies.
- Discovered how Minecraft perpetuates over 6 colonialist myths by analyzing gameplay and using literary analysis.

**Research Apprentice**, Wellesley College

**Wellesley, MA**

*Student*

*January 2019 – May 2019*

- Interpreted and examined a dozen conference talks on online social media, primarily related to the propagation of misinformation and the evaluation of the trustworthiness of information.
- Improved over 20 units of curriculum for Wellesley College's Data Structure course by designing questions.

## LEADERSHIP

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**Robogals**, Wellesley College

**Wellesley, MA**

*President*

*August 2018 - Present*

- Led a group of 20 volunteers to weekly workshops for elementary-aged girls to foster growth in women in STEM.
- Coordinated with various offices and school districts to ensure smooth programming.
- Proposed and oversaw the addition of a second school and the reacquisition of lost education materials.