

# Emily Lam

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[emilyclam.github.io](https://emilyclam.github.io)

## WORK EXPERIENCE

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### Baskin School of Engineering, Santa Cruz – Tutor

SEPT 2023 - NOW

- Used analogies and visual aids to explain concepts
- Taught studying and debugging tips to encourage student independence
- Strengthened problem solving skills by helping students debug code
- Reviewed course material (computer systems and assembly language) outside of working hours in preparation for helping students

### UCSC Disability Resource Center, Santa Cruz – Production Assistant

MAY 2023 - NOW

- Converted text using ABBYY FineReader and Adobe Acrobat to make it accessible
- Thoroughly checked text to ensure the quality of the conversion

## PROJECTS

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### Schedule Maker (2021)

[github.com/emilyclam/ScheduleMaker](https://github.com/emilyclam/ScheduleMaker)

- A Chrome extension that helps you manage time by providing the user a satisfying interface where they can organize tasks and set timers
- Created using HTML, CSS, JavaScript, and Chrome Extensions

### Gradient Game (2020)

[github.com/emilyclam/Gradient-Game](https://github.com/emilyclam/Gradient-Game)

- A game where you unscramble the tiles to create a 2D gradient
- Created using Python and Pygame; utilized OOP

## EDUCATION

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### University of California: Santa Cruz, Santa Cruz

SEPT 2022 - JUNE 2026 (EXPECTED)

- B.S. Computer Science
- **Current GPA:** 3.88
- **Relevant Courses:** Computer Systems and Assembly Language, Computer Systems and C Programming, Introduction to Data Structures and Algorithms, Machine Learning Basics

## SKILLS

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Python, Java, C, C++, Pandas, Numpy, SciKit-learn, GitHub, Linux, Javascript, HTML, CSS, Excel, Google Sheets, Graphic Design, Attention to Detail, Verbal and Written Communication