

# Lamar Jambi

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## EDUCATION

### New York University

BS in Integrated Design & Media and Computer Science

New York City, NY

Expected May 2027

**Relevant Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Intro to Web Development, Creative Coding, Calculus for Engineers

## EXPERIENCE

### Research Intern

Game Innovative Lab

New York City, NY

Nov 2024 – Present

- Optimizing AI agent solvers for puzzle games by testing 5+ algorithms, including implementing A\* Search Algorithm
- Reimplementing game engines (e.g., PuzzleScript) in various programming languages to analyze performance metrics and computational costs

### Software Developer & Program Coordinator

NYU Robotics Club

New York City, NY

Sep 2024 – Present

- Developing an interactive website using React, enabling online meetings and remote robot control
- Enhancing the brand identity (color scheme, logo) using Adobe Illustrator
- Planning and organizing 5+ robotics-focused events to engage members and promote interest in robotics

### Front-End Developer

NYU UX Club

New York City, NY

Sep 2024 – Present

- Researching and designing user-centered solutions by creating 5+ interactive prototypes using Figma
- Collaborating on design iterations to improve usability and user experience in various digital projects

### Founder & Lead Artist

Jdo's Deerah

Middle East

Apr 2021 – Dec 2023

- Mentored 100+ attendees on character design, animation, and clay art techniques, leading to their participation in regional art competitions and press releases
- Developed front-end assets of a website showcasing Jdo's Deerah's work, resulting in 10,000+ visits
- Created 20+ visually compelling promotional designs and documented the team's progress through film-making

## PROJECTS

### VR Library Exploration: Enhancing User Experience

Sep 2024 - Present

- Developed an immersive VR training experience to simulate 5+ scenarios and environments using Unity
- Implemented 10+ interactive tools for users to tour library spaces, access resources, and book services

### Super Adrenaline Junkies: 2D Platformer Video Game

Aug 2024 - Present

- Illustrated concept art for the game, including 5+ character designs and scenes using Adobe Photoshop
- Developing the game in Unity, implementing character movements and user interactions using C#

### WALL-E 2.0: Lunar Agriculture Zone

Sep 2023 – Dec 2023

- Created 8+ intricate AutoCAD designs and detailed sketches for conceptualization, drafting, and blueprinting
- Led the testing of 3+ robot prototypes, maintaining documentation of design iterations, analysis, and code

## ACHIEVEMENTS

**Full-Ride Merit Scholar;** Ministry of Education in Saudi Arabia

May 2023

**Collaborated with local animation studios;** Jdo's Deerah

Jan 2023

**Best Mechanical Design;** FIRST LEGO League National Championship

Jan 2020

## SKILLS

**Programming:** C#, C++, Java, Python, JavaScript, React, HTML/CSS

**Technology:** Unity, Unreal, Adobe Suite, UI/UX tools (Figma, Proto.io), Robotics, Node

**Languages:** (Fluent) English, Arabic; (Novice) Chinese    **Interests:** Digital Art, Creative Coding & Character Design