

# Lamar M. Jambi

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## EDUCATION

### New York University

B.S. 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

### Software Developer & Program Coordinator

New York City, NY

NYU Robotics Club

Sep 2024 – Present

- Implementing 3+ computer vision solutions using PyTorch and C++ applications to enhance robot performance
- Collaborating with the *High-Speed Research Network* to develop the *Data Center Robot*, optimizing data center management with virtual coordination tools

### Front-End Developer

New York City, NY

NYU UX Club

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

Middle East

Jdo's Deerah

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

### Technology Associate

Riyadh, Saudi Arabia

Ta'abeer

Jun 2022 – Feb 2023

- Launched a website to showcase 50+ local art pieces from local Arab artists, providing them with services to make their work more accessible to the public
- Crafted a unique brand identity by designing the logo and color palette, enhancing brand recognition

## 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, HTML/CSS

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

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