

# Lamar Jambi

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## EDUCATION

### New York University

New York City, NY

*Bachelor of Science in Integrated Design & Media and Computer Science*

*May 2027*

**Relevant Coursework:** Data Structure & Algorithms, Object-Oriented Programming, Creative Coding, Programming for Games, 3D in AR, Web Development

## EXPERIENCE

### Technical Assistant

Jan 2025 – Present

*Martin Scorsese Virtual Production Center*

*New York City, NY*

- Synchronized LED wall displays with real-time rendering environments for virtual production workflows
- Conducted 5+ technical workshops on Unreal Engine virtual production pipelines
- Designed 5+ promotional materials and digital assets, maintaining brand consistency

### Vice President & Software Developer

Oct 2024 – April 2025

*Robotics Club @ NYU*

*New York City, NY*

- Developing an interactive website using React, enabling online meetings and remote robot control
- Leading the front-end subteam and guiding 5+ members through React and Node.js
- Enhancing the brand identity (color scheme, logo) using Adobe Illustrator and Photoshop

### Research Intern

Nov 2024 – February 2025

*Game Innovation Lab*

*New York City, NY*

- 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

### Founder & Lead Artist

Apr 2021 - Dec 2023

*Jdo's Deerah*

*Jeddah, Saudi Arabia*

- Mentored 200+ attendees on character design, animation, and clay art techniques for regional art competitions and press releases
- Developed and designed a website using React to highlight workshops and networking events, attracting 10,000+ views

## PROJECTS

### Doodle Noodle: Art Inspo Generator App | Typescript, Next.js, Photoshop

Jul 2025 – Present

- Implemented Markov Chain algorithms to generate contextual text prompts from 10+ curated libraries
- Integrated 5+ external APIs to maintain diverse creative prompts and references

### Fog City Shadows: 3D Horror Game | Unity, C#, Procreate, Maya

Jul 2025 – Present

- Developed custom first-person controller system in C# with smooth camera movement and mouse sensitivity
- Implemented hybrid visual approach combining 3D environments with 10+ 2D sprite characters

### Cosmic Thread: 2D Puzzle Game | GameMaker, Unity, C#, Photoshop

Apr 2025 – Jul 2025

- Spearheaded immersive 10+ visual and environmental designs for a mystery puzzle game
- Built the interactive game demo in GameMaker; narrative collaboration in progress with a writer

### HSRN Virtual Meeting App | React, Material UI, C++, CoreLink, GitLab

Oct 2024 – Apr 2025

- Developed 10+ Figma layouts for UI/UX design, enhancing user experience and interface consistency
- Building a web platform enabling virtual meetings with integrated remote control for data center robots

## SKILLS

**Languages:** Java, Python, C#, C/C++, TypeScript, JavaScript, HTML/CSS

**Frameworks:** React, Next.js, WordPress, Material-UI, p5.js

**Developer Tools:** Git, Docker, Google Cloud Platform, VS Code, Visual Studio, CoreLink

**Game Engines:** Unity, Unreal, GameMaker, Construct, PICO-8

**Digital Art & Design:** Adobe Creative Cloud, Blender, Maya, Aseprite, Procreate, Figma