

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's Virtual Production Center

New York City, NY

- Managing daily administration operations & student programs
- Leading 5+ tours and workshops on Unreal Engine & Adobe Creative Cloud
- Monitored and maintained inventory to ensure availability and prevent damages

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

Cosmic Thread | GameMaker, Unity, C++, JavaScript, Photoshop, Procreate

Apr 2025 - Present

- 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 – April 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

Super Adrenaline Junkies: 2D Platformer Game | Unity, p5.js, C#, GitHub

Aug 2024 – Dec 2024

- Built a demo with 5+ game mechanics using p5.js to prototype character movements and interactions
- Programmed character abilities and interactions in Unity using C#, optimizing gameplay variety and excitement

WALL-E 2.0: Lunar Agriculture Zone | Arduino, C++, CAD

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

SKILLS

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

Frameworks: React, Node.js, 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, Figma