

# Lily Elbel

Charlotte, NC | lilyelbel0@gmail.com | (910) 515-6024 | <https://www.linkedin.com/in/lily-elbel>

## Education:

**University of North Carolina at Charlotte (UNCC)**, Charlotte, NC

Bachelors of Science in Computer Science | Concentration: AI, Robotics, and Gaming

Honors: Chancellor's List: Fall 2022, Spring 2023, Spring 2024

Graduation Date: May 2026

GPA: 3.69

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## Technical Skills:

**Proficient Languages:** Java, Python, HTML, CSS

**Introductory Languages:** C, Assembly, JavaScript, Linux/Unix

**Software:** GitHub

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## Relevant Coursework:

August 2022 - Present

- Introduction to Artificial Intelligence
- Data Structures and Algorithms
- Web-Based Application Design & Development
- Software Engineering
- Calculus II, Statistics, Matrices and Linear Algebra

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## Work Experience:

**UNCC Instructional Assistant (73 students)**

August 2024 - Present

*Introduction to Game Design and Development*, Charlotte, NC

- Debug and grade student game projects
- Team with colleagues to adjudicate student products
- Mentor and guide students through activities within and outside of the classroom

**Thinking Feet (Up to 8 elementary students)**

September 2023 - August 2024

*Programming, Mathematics, and Public Speaking Teacher*, Charlotte, NC

- Led weekly class meetings with students
- Maintained an engaging and educational virtual environment through consistent, active communications
- Implemented diverse weekly lesson plans and provided program coordinator with input on pacing of material

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## Projects: (available for review at <https://webpages.charlotte.edu/lbel/>)

**Level Down**, Expanded on project from UNCC 2024 Spring Game Jam Challenge

June 2024 - Present

- Designing and implementing additional features and mechanics that improve on an earlier build of the project
- Programing and implementing user interface elements throughout the gameplay
- Debugging and organizing code within the project to meet product standards

**Shell Shocked**, Introduction to Game Design and Development

January 2024 - March 2024

- Led a team of students in the development of a video game for a course project
- Created and incorporated concepts, assets, and mechanics that formed a well constructed product
- Managed time and divided work effectively for the team, which resulted in a viable product within the deadline

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## Student Involvement:

**International Game Developers Association (IGDA) at UNCC (50 members)**, *President*

August 2024 - Present

- Co-organized a student chapter and affiliated it with the IGDA; Drafted constitution and implemented policies
- Leading a team of four officers through delegating tasks appropriately to ensure effective oversight of the organization
- Communicating with internal and external organizations to provide educational opportunities
- Structuring networking events that help improve professional development and creative skills

**Game Development Club at UNCC**, *Member*

August 2022 - Present

- Developing and designing video game projects within a collaborative team-based environment
- Participating in team meetings and activities
- Learning important teaming and leadership skills and applying them to other projects and organizations