

# Robert Lamb

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## Education

### College of William & Mary - Williamsburg, VA

Expected May 2025

Bachelor of Science in Computer Science and Data Science (Minor)

GPA: 3.4 (Dean's List)

**Relevant Coursework:** Data Structures, Discrete Math, Software Development, Algorithms, Computer Organization, Linear Algebra, Ethics in Data Science, Competitive Programming, Probability/Statistics

### Leadership / Project Management:

- Kappa Alpha Order Fraternity Alumni Relations Chair
  - Organized and led Alumni Relations Committee to keep over 200 alumni engaged with the fraternity
  - Founded newsletter to provide updates on recent fraternity events

## Technical Skills

- Python, Java, C, C++, Y86, Android Studio, Microsoft Office, Latex, Git, XML, HTML

## Work Experience

### IT Intern at Horizon Industries, Limited - Vienna, VA

Jun 2023 - Present

- Conduct research on ServiceNow best practices and industry trends, and presenting findings to team
- Create ServiceNow workflows, forms, and reports under the guidance of senior team members
- Participate in testing and quality assurance activities to ensure the functionality and performance of ServiceNow applications
- Collaborate with team members to document and maintain ServiceNow configurations, customizations, and integrations
- Contribute to the development of user training materials and resources to facilitate end-user adoption of ServiceNow

### Math and Computer Science Tutor - Remote

Sep 2021 - Present

- Managed small business tutoring four high school students via Zoom in subjects including Algebra, Geometry, and introductory Java
- Utilized neighborhood messaging board for client outreach

### Head Lifeguard at Belle Haven Country Club - Alexandria, VA

May 2022 - Aug 2022

## Projects

### GeoLab Education (Python)

- Implemented PyTorch model that ingested satellite imagery data and test scores from the Philippines
- Utilized model to predict school test scores in countries that do not conduct standardized testing
- Achieved 2nd best model performance out of 12 students

### Maze Game (Java)

- Developed Java maze game with fully-functional manual and automatic modes
- Used various algorithms, including Boruvka's algorithm, for dynamic maze generation
- Designed a wall-follower algorithm to automatically solve the maze
- Created game UI in Android Studio and made it playable on Pixel 6 API level 32 emulator

## Personal Interests

- Football, Basketball, Hiking, Traveling