Skarlet Williams

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EDUCATION

Bachelor of Science in Computer Science, minor in Mathematics   **December 2024**
Boise State University, Boise, ID   GPA 3.729

EXPERIENCE

VR Application Developer — **Boise State University**   **Feb 2024 - Dec 2024**

❖ Developed an interactive VR chemistry lab application in Unity with C# for Meta Quest, creating realistic lab training scenarios for new students.
❖ Programmed and maintained educational experiments and simulations, ensuring continuous functionality through Unity and platform updates.
❖ Documented code and workflows to support development and enable consistent updates across project cycles.
❖ Deployed the VR application to Meta Developer App for testing, verifying compatibility and usability on Meta Quest hardware.

Researcher — **Blockchain REU - Boise State University**   **May 2023 - July 2023**

❖ Conducted a comprehensive nine-week research project focused on enhancing scientific reputability utilizing blockchain technology.
❖ Collaborated closely with one research partner to investigate and propose solutions for improving the credibility of scientific data stored on the blockchain.
❖ Co-authored and published a research paper titled "A Blockchain-Enabled Reputation-Based Consensus for Enhancing Scientific Workflow Provenance" in the IEEE International Conference on Collaboration and Internet Computing in 2023.
❖ Presented weekly progress reports to project supervisors and team members, effectively communicating research findings and project developments.

Peer Advisor — **College of Engineering** - **Boise State University**   **May 2021 - May 2022**
          Aug 2022 - May 2023

❖ Provided valuable support to a visually impaired computer science student by ensuring the accessibility of course materials and assisting with any required accommodations.
❖ Mentored computer science students in understanding complex concepts, offering guidance and clarification to enhance their comprehension and academic success.
❖ Initiated and hosted homework assistance and tutoring sessions for students, fostering a collaborative learning environment and supporting academic growth.

Researcher — **Machine Learning REU - Boise State University**   **May 2022 - July 2022**

❖ Conducted a nine-week research project with a team of three, using machine learning techniques to predict cyber-attacks, advancing security measures for cybersecurity.
❖ Developed and implemented code solutions, delivering weekly reports to communicate project progress and research findings to team members and supervisors.
❖ Built an entry-level program to detect adversarial attack paths, contributing practical knowledge to machine learning applications in cybersecurity.

SKILLS

Programming Languages   Java, C#, JavaScript, Python, HTML, CSS, C, Unix,
3D Modeling   Designed realistic models for Unity environment with relevant hierarchies.
Problem Solving   Uses creative and analytical thinking to troubleshoot and optimize code and workflows.
Communication   Strong technical communication skills, able to convey complex ideas in collaborative settings.
AI Tools   Proficient using AI tools to find solutions to programming problems.