

Lamar Jambi

719-354-8156 | play.lmjambi@gmail.com | LinkedIn | GitHub | itch.io

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

Research Assistant

Jan 2025 – Present

Accessibility Within XR

New York City, NY

- Researching 5+ accessibility challenges in AR/VR technologies, using Meta Quest 3 and Snap Spectacles
- Collaborating in multidisciplinary teams to design, prototype, and evaluate inclusive reality experiences

Research Intern

Nov. 2024 – Present

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

Vice President & Software Developer

Oct 2024 – Present

Robotics Club @ NYU

New York City, NY

- Developing an interactive website using React, enabling online meetings and remote robot control
- Enhancing the brand identity (color scheme, logo) using Adobe Illustrator and Photoshop
- Planning and organizing 20+ robotics-focused events to engage members and promote interest in robotics

Founder & Lead Artist

Apr 2021 - Dec 2023

Jdo's Deerah

Middle East

- 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

Poly-0: The Saga | *GameMaker, JavaScript, Photoshop, Aseprite*

Jan 2025 – Present

- Designing character concepts and 10+ environments using Photoshop and Aseprite to enhance storytelling
- Implementing 5+ unique gameplay mechanics, including puzzles and combat systems, using GameMaker Language

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

Oct 2024 – Present

- 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++*

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++, JavaScript, HTML/CSS

Frameworks: React, Node.js, WordPress, Material-UI, p5.js

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

Game Engines: Unity, Unreal, GameMaker, Construct

Digital Art & Design: Adobe Creative Cloud, Aseprite, Figma