

Crystal LaMar

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Education

University of California, Berkeley

B.A. Computer Science

Fall 2023 - May 2026

GPA: 3.6/4.0

Coursework: Data Structures, Object Oriented Programming, Computer Systems, Software Engineering, AI, Computer Security

Internships

Software Engineering Intern

Summer 2025 - Current

Project Athena

- Proposed, designed and developed a feature to aid students in allocating time for assignments throughout the semester.
- Used AI to parse a syllabus, create a semester long to-do list, and then transform data into events for their Google Calendar.
- AI, API's, Javascript, project management, problem solving, back-end, front-end, UI

Projects

Treasure Hunter:

<https://github.com/crystallamar/TreasureHunter.git>

Summer 2025

- Developed a text adventure: the user can interact with the world by traversing the map, inspecting their surroundings, picking up and using items, viewing their inventory, and unlocking new routes.
- Skills: Java, IntelliJ, Object-oriented programming, data structures, classes, project management

The Maze:

<https://github.com/crystallamar/TheMaze.git>

Spring 2024 - Current

- Designed and developed an educational game for kids. The game accommodates kids with mobility impairments and accessibility needs.
- Java, IntelliJ, data structures, education, accessibility, object-oriented programming, software engineering, project management, time management, problem solving

ANTS:

<https://github.com/crystallamar/ANTS.git>

Spring 2024

- Created an interactive game similar to Plants vs. Zombies. Object-oriented focused, this project developed skills around classes and extensions of classes.
- Object-oriented programming, data structures, Python, VSCode, problem solving, time management

Skills

Java, Python, C++, HTML, Git, GitHub, Terminal, Jupyter Notebook, IntelliJ, Eclipse, BlueJ, VSCode, C, Vim, RISCv, API's, Retool, JSON, JavaScript, Artificial Intelligence

Notable Work Experience

iD Tech: Director and Instructor at Stanford University and Harvard University

Summers 2016 - 2019

Stanford University, Harvard University

- Taught 6-10 years olds how to program in Tynker and Scratch; Taught teens Java and HTML.
- Promoted to Lead Instructor after 2 weeks.
- Managed a building of 230 students and 23 staff. Led team meetings, fixed IT issues, achieved excellent reviews from parents and students.