NJ LACAMBRA

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EDUCATION

University of Florida Dec 2026
Bachelor of Science in Computer Science
Relevant Coursework: Human-Computer Interaction, Operating Systems, Computer Networks, Data Structures & Algorithms, Software Engineering, Database, Computer Organization

SKILLS

Technical Languages: JavaScript, TypeScript, Python, C++, Java, SQL, HTML, CSS
Tools: React/React Native, Expo, Flask, Supabase, SFML, Postman, Figma, Git
Design: UI/UX Design, Wireframing, Prototyping, Storyboarding, User Research

EXPERIENCE

Research Assistant | *CSEveryone Center, University of Florida* Jan 2026 - Present
- Research and evaluate PLTs (Scratch, EarSketch, VEX, Sphero) for K–12 CS use
- Build a research database documenting tool capabilities and factors influencing teacher adoption
- Collaborate with a postdoctoral associate to develop CODET, a scalable CS education platform

Operations Associate | *University of Florida Recreational Sports* Aug 2024 - Jan 2026
- Supported daily facility operations at Southwest Rec and Student Rec Center
- Enforced safety protocols while assisting members and resolving issues on-site
- Provided front desk service and maintained a welcoming, organized environment

Robotics Teaching Assistant | *UFTeach, Loften High School* Jan 2025 - Apr 2025
- Mentored students in debugging VEX robots for competition readiness
- Supported troubleshooting in Python and C++ code, and physics concepts
- Assisted in classroom interaction and promoted collaborative problem-solving

PROJECTS

CODET | *Computing Language Database* Feb 2026 - Present
- Led UI/UX design, creating prototypes and improving database usability for K–12 educators
- Conducted user research and usability testing, analyzing feedback to refine design and usability
- Contributed to website and database development, including tool selection and system design

Hangout. | *Social Coordination Platform* Jan 2026 - Present
- Lead product direction and coordinate development, overseeing user research and user testing
- Developed iOS frontend with Swift, with reactive state management and real-time data updates
- Built interactive calendar and event UIs with real-time data binding and dynamic updates

Yeet or Eat | *Food Review Web Application* Aug 2025
- Led as Product Manager and Frontend, defining feature scope, user flows, and sprint priorities
- Built a meme-style food review app with tags and journal-style posts (React.js, Flask, Supabase)
- Designed responsive UI, owned wireframing, storyboarding, and sprints with UX-focus

The Floor is Lava! | *Isometric Route Planning Simulation* Apr 2025
- Built a grid-based game with optimal route calculation using Dijkstra's, A* (C++, SFML)
- Designed custom pixel-art tiles and gator sprite for visual clarity using SFML
- Managed game state, tile logic, and route animations with object-oriented programming