Chamar Williams

Computer Science Student

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Philadelphia, PA

- Computer Science student at Temple University with hands-on experience scripting and shipping Roblox experiences as a core developer and technical contributor. - Proven expertise in Luau scripting, client-server networking architecture, combat system design, and game balancing for multiplayer environments. - Skilled in debugging complex net code issues, optimizing performance under latency constraints, and preventing exploitation in multiplayer systems. - Focused on backend infrastructure and game optimization. Bringing technical depth, problem-solving skills, and collaborative mindset to software engineering or game development roles.

Work Experience

Apprentice   Jun 2022 - Dec 2024
Johnson Real Estate | Philadelphia, PA

- Worked under guidance of experienced professionals learning best practices in property search, acquisition, and valuation.
- Gained on-the-job training in property maintenance, listing creation, and client interactions with prospective renters.
- Developed strong organizational and communication skills managing multiple property portfolios.

Youth Worker   Jun 2023 - Sep 2023
Concilio | Philadelphia, PA

- Facilitated career exploration lessons for middle school students through the Philadelphia Youth Network.
- Planned and executed end-of-year culminating event for 100+ students, demonstrating leadership and event coordination.

Event Staff   Jul 2021 - Jun 2023
Sandy Hill Event Center | Philadelphia, PA

- Assisted with setup and breakdown of event spaces, including tables, linens, and seating arrangements.
- Worked efficiently in fast-paced environments to meet event timelines and maintain high service standards.

Youth Worker   Jun 2022 - Aug 2022
Concilio | Philadelphia, PA

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Projects

Aspirer's Workshop   2024 - Present

- Developed core combat systems (abilities, hit detection, damage resolution) in Luau focused on responsiveness and anti-exploit patterns.
- Architected client-server networking flows for player actions and state replication, handling latency compensation and reducing desync in real-time multiplayer sessions.
- Collaborated with designers and artists using Git and task management tools to iterate on balance and player experience.

Roblox Networking Sandbox - Prototype and Testing Environment   2024 - 2024

- Created isolated testing environment to prototype and benchmark different approaches to Remote Event rate-limiting and lag compensation.
- Simulated varying ping conditions to measure system responsiveness and trade-offs.

Algorithm Comparator - Performance Analysis Tool   2024 - 2024

- Developed comparative analysis tool to benchmark and visualize performance metrics across different algorithmic approaches.
- Implemented data visualization, runtime analysis, and complexity evaluation to demonstrate algorithmic trade-offs and optimization strategies.

Personal Developer Portfolio   2024 - 2024

- Built and deployed personal portfolio site using HTML, CSS, and JavaScript to showcase projects and technical write-ups.

Core Skills

Languages: Lua, Luau, JavaScript, TypeScript, C++, C#, Python, SQL, Node.js
Core CS Competencies: Data structures and algorithms, computational probability and statistics, systems programming, operating systems fundamentals, software design and architecture, web development
Tools and Platforms: Roblox Studio, Node.js, Git/GitHub, VS Code, Linux, Discord APIs

Specializations: Client-server architecture, net code and latency compensation, player-side prediction, anti-exploit patterns, object-oriented design, REST APIs, database basics, game balancing
Game Development: Roblox scripting, Remote Events/Remote Functions, Tween Service, input handling, animation synchronization, player state management, game systems architecture, UI/UX implementation, performance optimization

Education

Temple University   Present
Bachelor of Science Computer Science

Community College of Philadelphia   Present
Associate of Science Computer Science

Interests

Game development, cloud computing, DevOps practices, data analytics, data science