

# ADAM LIANG

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New York City Area

## EDUCATION

**BA Computer Science and BFA Game Design** - New York University, 2017 (GPA 3.4)

**Web Development** - App Academy, Fall 2018

## SKILLS

Javascript, React.js, Redux, Node.js, Typescript, Ruby, Ruby on Rails, SQL, HTML5, CSS3, jQuery, Git, Unity 3D

## EXPERIENCE

### Software Engineer

*Persado*

Jan 2021 - Jan 2023

- Developed a new client portal for 40% of current clients by using TypeScript, React, and Ruby on Rails.
- Improved database performance by optimizing data filters with PgSearch and removing N+1 queries, resulting in a 80% reduction in load times.
- Collaborated with product, UI/UX, and data science teams to redesign the main product through use of Ant Design.
- Integrated HighCharts and React to create data visualizations that improved client performance and insights.

### Software Engineer / Senior Technical Instructor

*App Academy*

Feb 2019 - April 2020

- Designed and updated curriculum as well as student tracking application by managing assets, delivering hotfixes, and creating new tasks and modules for students.
- Managed over 200 students in their development of full stack single page applications by providing technical and design instructions, code reviews, and debugging techniques.
- Created and led interactive lectures about React, Redux, Ruby on Rails, and Javascript for classes of up to 70 students.

### Software Engineer / Game Designer

*The Glimpse Group*

Sep 2017 - Jan 2018

- Produced VR/AR applications in order to demonstrate core company concepts and vision to potential investors.
- Obtained user feedback from demoing at game design communities as well as focus groups such as students and other potential audiences in order to evaluate and identify areas of improvement.

## SELECTED PROJECTS

### toobU | Sole Developer

[Live Site](#) | [Github](#)

*Single-page web application inspired by Youtube (React, Redux, Javascript, Ruby on Rails, PostgreSQL, AWS, Heroku)*

- Created both front-end and back-end user authentication patterns in order to guarantee user privacy and security. Also implemented React Router to ensure that users are only able to access their own channel and videos.
- Designed and engineered multiple Active Record associations so that information regarding videos, channels, and users for a specific page could be obtained within a single database query.
- Integrated AWS S3 Buckets to host video files and other large files so that users could upload their own videos onto toobU. User uploaded content is required to go through custom Active Record validations before storage on AWS.

### Tinkernote | Developer, Game Designer

[Live Site](#)

*Augmented reality design and messaging mobile application (C#, Unity3D)*

- Developed and implemented all application views and user interactions in Unity 3D while also importing models and assets from Maya.
- Assessed over 50 detailed feedback forms and implemented changes such as clarifying UI elements, implementing touch editing controls, saving and loading previous messages, ordering of the interactive gift select sequence, and preparation of the tutorial for first time users.

### Conflux | Developer, Game Designer

[Demo](#) | [Github](#)

*Virtual Reality exploration puzzle game for HTC Vive set in a space theme (C#, Unity3D)*

- Crafted a unique virtual reality experience where players tackle challenging 3D cube puzzles that uses vectors and draw physics in order to determine how a line is formed inside of the puzzle.
- Created the layout of spaceship and implemented movement of the players, which was done through the use of a temporary transition room to reduce player nausea and dizziness commonly associated with virtual reality.
- Facilitated efficient development methodology by leading standups, managing deadlines, and playtesting.