ADAM LIANG

P. 718-710-2908   ayl292@nyu.edu   LinkedIn   Github   New York City Area

SKILLS
Javascript, React.js, Redux, jQuery, Node.js, Ruby, Ruby on Rails, SQL, AWS, Git, HTML5, CSS3, C#, Java, Unity 3D

EXPERIENCE

Software Developer / Senior Technical Instructor

App Academy   Feb 2019 - Present
- Designed and updated the main curriculum as well as the software platform by managing assets, delivering hotfixes, and creating new tasks and modules for students to use.
- Managed over 200 students in their development of full stack single page applications by providing technical and design advice, 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. Assisted students daily with programming challenges, algorithms, data structures, and a variety of full day projects.

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 high schoolers and other potential audiences in order to evaluate and constantly improve the products.

Teaching Assistant and Code Help Desk Manager

New York University   Sep 2016 - May 2017
- Collaborated with professor to provide support to students during class time as well as during office hours.
- Assisted over 150 undergraduate students with coding assignments and personal projects in Unity 3D.

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 pattern 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. When users upload their own videos onto toobU they are required to go through a number of custom 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 preparing a tutorial for first time users.
- Designed and prototyped player loops for creating and receiving messages as well as ensuring that the first time player experience is seamless.

Conflux | Developer, Game Designer   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 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.

EDUCATION
Web Development - App Academy, Fall 2018
BA Computer Science and BFA Game Design - New York University, 2017