

# Liam Arbuckle



## Contact me

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## Work experience

### DeSci

**Researcher**, Melbourne, Australia – (Dec 2022 - Present) | Contractor

- Specialised in machine learning and game development as part of the DeSci team.
- Developed an AI bot to generate digestible content from scientific journals.
- Built integrations between the game Star Sailors and the DeSci platform.
- Managed the Nodes project, a collection of machine learning tools for generating easily-digestible articles from professional journals.
- Hosted weekly community calls and ensured timely and secure product updates through Continuous Integration/Continuous Development actions.

### Rambe Games

**Game designer & full-stack engineer**, Melbourne, Australia – (July 2022 - April 2023) |

Full-time

- Contributed to web infrastructure development and blockchain integrations at Rambe Games.
- Sole developer responsible for timelines, analysis, documentation, and smart contract development.

- Conducted audit of smart contracts for the first version and assisted with game development team setup.

## Australian Space Design Competition

**Course instructor & mentor, Melbourne, Australia – (Jan 2021 - Present) | Part-time**

- Coached and mentored students for the Australian Space Design Competition.
- Guided the Perth Modern team in the qualifying rounds and served as a mentor for qualifying teams in the finals.

## LearningPod

**Lead Developer & Graphic Designer, Melbourne, Australia – (Nov 2021 - Dec 2022) | Part-time**

- Developed a cryptographic rewards token and migrated LearningPod's site to a custom infrastructure.
- Provided technical strategy and implementation guidance, attending board meetings and coordinating with remote developers.

## Aurorian Studios

**Game Designer, Perth/Melbourne, Australia – (Nov 2020 - Feb 2022) | Intern/Full-time**

- Interned in game design and human interface development at Aurorian Studios.
- Utilised Unity game engine and C# scripting language to contribute to game development.

## ShareSqair

**Technical Director, Perth, Australia – (Feb 2021 - Sep 2021) | Full-time**

- Co-founded ShareSqair, focused on legitimising art on cryptographic marketplaces.
- Developed smart contracts and protocols using Solidity programming language.
- Prepared pitch decks and documentation for funding rounds.

## CoderDojo

**Course Director, Perth, Australia – (June 2019 - Sep 2021) | Casual**

- Tutored students in programming, covering Scratch and transitioning to other languages.
  - Conducted coaching sessions for students on the autism spectrum to enhance digital technology proficiency.
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## **Articles and Awards**

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- [Discussion around the Future Innovators Award](#)
- [E-learning platform experiment](#)
- [Mars Rover Discussion](#)
- [Democratising space research & Combatting misinformation](#)

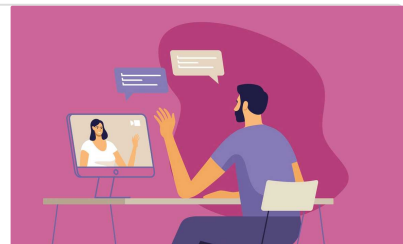
Talking about open-source game development in mid-2021:

Interview: What is it like working on open-source game development?

I had a chance to speak with Liam Arbuckle, the acting CTO of the game/web development studio/collective (100% open-source) called Signal Kinetics.

Liam is based in Australia. What is it that you're working on? Right now, we're

 <https://www.developernation.net/blog/interview-working-on-open-source-game-development>



Australian Defence Force Future Innovator | 2020

Planetary Society New Millennium Committee Inductee | 2022

Willetton Football Club Life Member | 2022

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## **Education**

**Coursera**

**University of Edinburgh**

## **Astrobiology & the search for extraterrestrial life**

- Taught by Charles Cockell
- Studied in 2022
- Passed course with 93.5% grade

## **Data-driven astronomy**

- Begun studying in 2023

## **Melbourne City Football Club**

- Child protection & safety
  - Prevention of harassment and discrimination
  - Youth football (soccer) coaching
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## **Skills**

- **Data Analysis:** Proficient in analysing complex data sets, identifying patterns, and extracting actionable insights.
- **Statistical Analysis:** Strong knowledge of statistical methods and tools for analysing and interpreting data.
- **Programming:** Experienced in Python, JavaScript/Typescript, Ruby, C#, and Solidity programming languages.
- **Machine Learning:** Familiar with machine learning techniques, including classification, regression, clustering, and natural language processing.
- **Database Management:** Knowledgeable in SQL and proficient in working with databases to retrieve and manipulate data.

- **Software Development:** Skilled in full-stack web development, game development, and mobile app development.
- **Team Collaboration:** Proven ability to work effectively in cross-functional teams and communicate technical concepts to non-technical stakeholders.