LIAM WESTHALL

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EDUCATION

STONY BROOK UNIVERSITY, NEW YORK   COMPUTER SCIENCE B.S MINOR IN TECH SYSTEMS MANAGEMENT
EXPECTED GRADUATION: DECEMBER 2021

SKILLS

Programming Languages: Java, Python, Javascript, HTML, CSS, C, C++, C#, Swift, MIPS, SQL, Bash, VBA, Powershell
Software: React, Node, Express, AWS, Github, Powerpoint, Excel, JSON, Linux, Unity, UML, macOS, mySQL, Windows
Relevant Coursework: Data Structures, Programming Abstractions, Analysis of Algorithms, System Administration, Fundamentals of Software Development, Computer Networks, Software Engineering

PROJECTS

MAST(MASTER'S STUDENT TRACKING)   SPRING 2021

- Designed application with UML and produced application for masters students and graduate program directors to make sure students are on track to graduate by their planned graduation date with various UML diagrams
- Uses React.js and Node.js with an Express.js and a mySQL backend with Sequelize as the persistence framework
- Features include course plan suggestions for students, viewing and editing student information, viewing enrollment trends across various semesters, adding new students, and importing course info and requirements

SHIPPING PACKAGE DECISION SUPPORT SYSTEM   SPRING 2021

- Created decision support system designed to assist businesses in determining the best company to use to ship their products or mail
- Implemented with various VBA modules in Microsoft Excel with various custom designed user forms
- User forms receive input from user with package information to determine the cheapest company to ship with

LYNK UP   FALL 2020

- Collaborated to design and create prototype of social media iOS app called Lynk Up where users can create public events on a map and invite others to come to their public events
- Implemented front end using UIkit and SwiftUI API's with features like QR code recognition to join certain events
- Taught other team members how to use Git and how version control software functions

WORK EXPERIENCE

GAME PROGRAMMING AND DEVELOPMENT INTERN - SILVER GEAR INTERACTIVE   DEC 2020 - JAN 2021

- Created C# scripts in Unity to implement various game mechanics and AI of enemies
- Designed various levels with the tile map feature in Unity designing structures and enemy placements
- Tested various features in game and fixed bugs by writing C# scripts and retesting features already put in place
- Gave creative input on additional features to be added to game including but not limited to, new weapons, new enemies, and story elements

PI LAMBDA PHI - VP OF COMMUNICATION   AUG 2020 - DEC 2020

- Organized events for fraternity including volunteering opportunities and fundraisers for philanthropy
- Established fundraising goals for national fraternity's philanthropy the Elimination of Prejudice foundation
- Wrote chapter meeting minutes , voted on changes to chapter constitution, and managed chapter social media

LEGAL ASSISTANT - LAW OFFICES OF JOEL S CHARLESTON - VALLEY STREAM, NY JUNE 2020 - AUG 2020

- Spearheaded reorganization of electronic and paper file system inside office
- Performed maintenance and repairs on computers inside office
- Assisted main attorney in contacting clients and analyzing case work

LOGISTICS COORDINATOR - WESTHALL CLEANOUTS - FOREST HILLS, NY   JUNE 2017 - AUG 2019

- Supervised employees on job sites and solved interpersonal conflicts between employees
- Separated and sorted different types of scrap metal in order to recycle it at scrapyards within dump truck
- Removed garbage from residences and commercial buildings as well as generating invoices for customers