

# Liam Harrison

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## Skills & Qualifications:

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### Technical skills:

- C++, C#, C
- Unity Game Engine
- Agile Methodologies

### Professional skills:

- Problem Solving
- Strategic Planning
- Easily Adaptable

## Education:

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**Champlain College**, Burlington, VT

Expected graduation - May 2025

Pursuing a Bachelor of Science degree in Game Programming

- GPA: 3.4 (4.0 scale)

**Champlain College Study Abroad:** Montréal, Canada

Spring 2024

- Participated in the 2024 Ubisoft Game Lab Competition
- Nominated for Best Technical Challenge award

## Work Experience:

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**FedEx**, West Chesterfield, NH | Package Handler

May 2022 - Present

- Sorts packages within the FedEx hub
- Unloads packages from trailers

**Dublin School**, Dublin, NH | Dublin School Tech Support

Summer 2018- May 2021

- Built and set up computer lab desktops and installed Windows and drivers
- Registered student devices on the network using the DHCP protocol

## Game Projects:

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Capstone Project: Rise From Ruin | Team size: 9

Fall 2024

*AI Programmer*

- 3D character action game built using Unity Engine
- Utilized agile-based development for the 12-week project
- Programmed a complex enemy AI grouping system with attack behaviors

Ubisoft Competition: Night of the Songbirds | Team size: 8

Spring 2024

*Network Programmer*

- 3D exploration and stealth game built using Unity Engine
- Utilized agile-based development for the 10-week-long competition
- Networked for Online Multiplayer

AI for Games Final Project | Team size: 2

Fall 2023

*Programmer*

- 3D prototype built using Unity Engine
- Programmed a cave scenario generator using noise