Liam Harrison

Dublin, NH | 575-640-1156

liamHarrison337@gmail.com | https://www.linkedin.com/in/liam-t-harrison/

Skills & Qualifications:

Technical skills:
- C++, C#, C
- Unity game engine
- Agile methodologies

Professional skills:
- Problem solving
- Strategic planning
- Easily adaptable

Education:

Champlain College, Burlington, VT   Expected graduation: May 2025
Bachelor of Science degree in Game Programming
- GPA: 3.4 (4.0 scale)
- Participated in the Ultimate Frisbee Club

Champlain College Study Abroad: Montréal, Canada   January-April 2024
International Semester
- Participated in the 2024 Ubisoft Game Lab Competition
- Nominated for the Best Technical Challenge award

Game Projects:

Capstone Project: Rise From Ruin | Team size: 18   September 2024-April 2025
Technical Lead / AI Programmer
- 3D character action game developed using Unity engine
- Lead the programmers in Agile-based development over the course of 26 weeks
- Programmed a complex mobile system for AI agents

Custom Game Engine | Solo project   December 2024
Engine Programmer
- 2D game engine developed in C++
- Programmed a cache-efficient game object and component system
- Implemented multi-threaded A-star pathfinding

Ubisoft Competition: Night of the Songbirds | Team size: 8   January-April 2024
Network Programmer
- 3D exploration and multiplayer stealth game developed 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   December 2023
Programmer
- 3D prototype developed using Unity engine
- Programmed a cave scenario generation using noise

Volunteer Experience:

Dublin School, Dublin, NH   May 2018-May 2021
Dublin School Tech Support
- Built and set up computer lab desktops, and installed Windows and drivers
- Registered student devices on the network using the DHCP protocol