Liam Liden

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EDUCATION

Grinnell College   Grinnell, Iowa
B.A. in Computer Science and Economics   *Expected: May 2021*
Major GPA: 4.0 / 4.0   GPA: 3.89 / 4.0
Selected Coursework: Analysis of Algorithms, Software Design and Development, Artificial Intelligence

Harvard Business School Online   September 2020
CORe: Credential of Readiness, Pass with Honors

TECHNICAL SKILLS

Languages:	Java, C#, HTML, CSS, C, Ruby on Rails, PHP, SQL, C++, Scheme, JavaScript
Technology:	MS Office, Eclipse, Android Studio, Unity, Bootstrap, Node.js, Git, Google Cloud APIs, Selenium, AWS Cloud9

PROGRAMMING EXPERIENCE

Procedural Cave Generation   January 2020 - May 2020
Danish Institute for Study Abroad   *Copenhagen, Denmark*
- Developed cellular automata algorithm to create natural looking cave systems in Unity.
- Improved generation time by developing efficient A* search heuristics to find shortest path connections between unconnected cave sections.

Educational Statistics Game   May 2019 - January 2020
Undergraduate Research Assistant   *Grinnell, Iowa*
- Played lead role in design by creating UML diagrams, organizing scrum, and managing team tasks.
- Built PHP and MySQLi database to support statistical analysis and game features.
- Wrote scripts in Unity for artificial intelligence, projectile movement, and data storage.
- Developed labs for intro and advanced statistics courses used by 500+ students at West Point, Grinnell College, and several other institutions.

Imagine Grinnell   January 2019 - May 2019
Web Developer   *Grinnell, Iowa*
- Held weekly meetings with client while utilizing Agile development techniques.
- Present bi-monthly demos with class and client to discuss new features and gather feedback.
- Implemented comprehensive test suite covering the range of system and unit tests.
- Integrated Swagger tools to create an interactive and informative API documentation.

WORK EXPERIENCE

Student Manager   September 2017 - Present
Grinnell College ITS   *Grinnell, Iowa*
- Respond to campus wide technical incidents for 2,000+ staff, faculty, and students while managing 30+ IT student workers.
- Diagnose, document, and solve tickets concerning software, hardware, and tech setup.
- Work with team to revamp organization's ticket software to optimize response time and streamline incident documentation with ServiceNow.

PROJECTS

Blackjack AI (Java, Machine Learning): Create an artificial intelligence that learns to play blackjack.
Box Puzzler (C#, Unity): Develop 3D puzzle game based on moving a box via edge rotation.
Freelance Websites (HTML, CSS): Design and implement resume websites for Grinnell College peers.