

Liam Liden

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EDUCATION

Grinnell College

B.A. in Computer Science and Economics

Major GPA: 4.0 / 4.0 GPA: 3.89 / 4.0

Dean's List: Fall 2017, Spring 2018, Fall 2018, Spring 2019, Fall 2019

Member of National Honor Society

Grinnell, Iowa

Expected: May 2021

SELECTED COURSEWORK

Artificial Intelligence, Computer Hardware and Architecture (MIPS), OOP and Data Structures (Java), Discrete Structures, Software Development (Ruby on Rails), Functional Programming (Scheme), Game Theory, Econometrics, Seminar: Econ. of Crime

PROJECTS

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.
- Created fully customizable agent and item spawning system for game developers to use alongside generated caves.

Giving Gardens Web App

January 2019 - May 2019

Imagine Grinnell

Grinnell, Iowa

- Held weekly meetings with client while utilizing Agile development techniques.
- Created comprehensive test suite covering the range of system and unit tests.
- Integrated Swagger tools to create an interactive and informative API documentation.

RESEARCH

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.
- Implemented scripts in Unity for artificial intelligence, projectile movement, and data storage.
- Developed labs for intro and advanced statistics courses used by over 500 students at West Point, Grinnell College, and several other institutions.

WORK EXPERIENCE

Student Manager

September 2017 - Present

Grinnell College ITS

Grinnell, Iowa

- Respond to campus wide technical incidents for over 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.

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