

# Liam Liden

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## EDUCATION

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### Grinnell College

*B.A. in Computer Science and Economics*

*Major GPA: 4.0 / 4.0    GPA: 3.89 / 4.0*

Selected Coursework: Analysis of Algorithms, Software Design and Development, Artificial Intelligence

Grinnell, Iowa

*Expected: May 2021*

### Harvard Business School Online

CORE: Credential of Readiness, Pass with Honors

September 2020

## TECHNICAL SKILLS

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**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

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### Procedural Cave Generation

*Danish Institute for Study Abroad*

January 2020 - May 2020

*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.

### Imagine Grinnell

*Web Developer*

January 2019 - May 2019

*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.

### Educational Statistics Game

*Undergraduate Research Assistant*

May 2019 - January 2020

*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.

## WORK EXPERIENCE

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### Student Manager

*Grinnell College ITS*

September 2017 - Present

*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

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**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.