Liam A. O'Brien

LIAM.AOBRIEN1@GMAIL.COM

26 South Hills Drive, Bedford, NH 03110 liamaobrien.dev (603) 213-0102 (c), LinkedIn: linkedin.com/in/liamaobrien/

Programming Languages (Python, C++, JavaScript, SQL)

Development Tools (Visual Studio Code, Git, GitHub, Anaconda, Jira, Flask, Eclipse, Deepnote, Colab

Machine Learning Libraries/Frameworks: Scikit-learn, TensorFlow, PyTorch

Methodologies (Scrum, Agile)

I'm a highly motivated Computer Science graduate (May 2025) with a 3.6 GPA and a strong foundation in Python, machine learning principles, and software development. Proven ability to develop and implement solutions, as demonstrated through projects in AI and embedded systems.

SELECTED PROJECTS

Weight Tracking App (2025): Designed and implemented a user-friendly Android weight-tracking app with features like daily weight entries, goal setting, and progress feedback, utilizing Android Studio, Java, and SQLite.

Mobile Banking App (2024): Led the development team as Scrum Master to create a mobile banking app using Expo Go and JavaScript. Coordinated sprints and retrospectives, ensuring the team met project deadlines.

Portfolio Website (2025): Developed a personal portfolio website using React and Tailwind CSS to showcase projects and skills, featuring dynamic theme switching and interactive elements, with the project files using JavaScript, HTML, and CSS.

EDUCATION AND EXTRACURRICULAR ACTIVITIES

SNHU Esports Program – Valorant Player: Balanced a demanding practice schedule with academic responsibilities, showing strong time management and dedication. Built teamwork, communication, and problem-solving skills in high-pressure, competitive environments.

Member of Phi Delta Theta Fraternity: Engaged in community service and outreach, leadership activities, and collaborative events to enhance personal and professional development.

RELEVANT COURSEWORK

CS-300: DSA: Analysis and Design
Focused on advanced algorithmic design and analysis of complex data structures. Developed solutions for real-world problems using various non-coding methodologies and algorithmic techniques.

CS-250: Software Development Lifecycle

Explored the stages of the Software Development Lifecycle (SDLC), with a focus on Agile methodologies. Learned how to develop high-quality software and assessed the importance of documentation and communication in the SDLC process.

CS-328: Embedded Systems

Covered key aspects of embedded system design, including microcontroller programming, interfacing, and analog circuit integration. Gained hands-on experience working with assembly languages and higher-level system development.

CS-411: Artificial Intelligence

This course provided an introduction to the theories, methods and problems of AI. Knowledge representation, natural language processing, computer vision, neural networks, path finding (A*, navigation meshes) and machine learning were covered. Discussion of concepts such as intelligence, cognition, personality, and the Winograd/Turing test were addressed. Practical implementations were explored in the context of game AI.