

Liam Shalom

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PROFESSIONAL SUMMARY

Dedicated Computer Science student at the University of Washington with a focus on data science and automation. Proficient in multiple languages with hands-on experience in developing scalable applications and automating processes. Proven ability to design and implement complex solutions in collaborative environments through internships and academic projects.

EDUCATION

University of Washington | B.S. in Computer Science: Data Science | 3.5 GPA

Sept 2023 – Jun 2026

Relevant coursework: Data Structures & Parallelism, Software Design & Implementation, Machine Learning, Data Visualization, Data Management, Algorithms, Hardware/Software Interface, Matrix Algebra with Applications, Software Engineering

PROFESSIONAL EXPERIENCE

Research Assistant | Sensors, Energy, and Automation Lab (SEAL)

Jan – Apr 2025

- Maintained and updated the lab website in **WordPress** using **JavaScript** and **HTML**, supporting the transition of over **100** members while conducting focused research for the Web Development team to enhance website efficiency.

Automation Intern | AuroraView LLC

Jul – Aug 2024

- Automated **GenPR** operations on **Windows** systems using open-source scripts, saving **40+** working hours weekly and enhancing efficiency, while designing and testing scripts with the Development Manager to ensure compatibility.

Game Development Intern | Lemon Boy Studios LLC

Jun – Sept 2024

- Developed and integrated mini-games in **Unity** using **C#** for Punk Juice on Steam, enhancing user engagement and aligning with game mechanics, while refining features and debugging within project timelines.

PROJECTS

Muscle Map

May – Jun 2025

- Developed a full-stack web application for visualizing muscle activation based on user workout inputs
- Built a **RESTful API** with **Spring Boot** and **PostgreSQL** database to manage exercise and muscle group data
- Implemented an interactive **React** frontend, utilizing a dynamic SVG rendering of targeted muscle groups
- Deployed the database using **Neon**; hosted the frontend and backend using **Render**

Sentra Chat Bot

Apr – Jun 2025

- Designed a full-stack AI roleplay chat platform with persistent character memory, chat history, and friend-based shared context
- Built the frontend using **React** and **Tailwind CSS** with interactive UI for character creation and messaging
- Used **Firebase** for authentication, real-time database (Firestore), storage, cloud functions, and CI/CD deployment
- Implemented user-customizable AI personas powered by language models with long-term memory and cross-user references

Two-Player Chess Game

Mar- Apr 2025

- Developed a two-player chess game in **ReactJS** with an intuitive user interface, accurate game logic, and smooth interactions, using React's components and state management.

TECHNICAL SKILLS

Languages: Java, SQL, Python, JavaScript/TypeScript, CSS3, HTML5, C#

Tools: Git, Unity, Oracle VM, Firebase, SpringBoot, PostgreSQL, Render

Libraries/Frameworks: ReactJS, NodeJS, NextJS, NumPy, PyTorch, Axios