

# Lian Lambert

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## EDUCATION

### McGill University

Bachelor of Arts  
Dec 2024

**Majors:** Software  
Engineering and  
Psychology

**Courses:** Software Systems,  
Algorithms and Data  
Structures, Modern  
Computer Games,  
Software Design,  
Database Systems

## SKILLS

### Programming Languages:

Java, Python, C#, JavaScript,  
TypeScript

**Frontend:** Vue.js, Vuex,  
React, React Native, HTML,  
CSS, Bootstrap

**Backend:** SQL, MongoDB

**UI/UX:** Figma

**Game Development:** Unity

**Development Tools:** Agile  
(Scrum/Kanban), Git

**Languages:** English  
(fluent), French (working  
proficiency)

## WORK EXPERIENCE

### Perion DOOH

Frontend Developer Intern

Montreal, QB

May 2024 - Dec 2024

- Developed interactive components for Perion's digital Out of Home (OOH) ad tech platform using **Vue.js**, **Vuex**, and **TypeScript**, improving user experience and ensuring efficient deployment via **CI/CD** pipelines

### Stocate

Usability Engineer Intern

Montreal, QB

Jan 2024 - May 2024

- Gathered user feedback using **codesign sessions** and **usability testing**
- Developed **prototypes in Figma** to model proposed changes and ensure comprehensive stakeholder understanding
- Implemented feedback on the Stocate **app** and **website** using **React**, **React Native**, **C#** and **PostgreSQL**

### Immosquare

Junior Web Developer

Montreal, QB

June 2023 - Aug 2023

- Developed and maintained highly functional, responsive and visually appealing web pages using **HTML**, **CSS**, **Bootstrap** and **JavaScript**

## PROJECTS

### Lost At Sea

Jan 2025

- Designed and developed a 2D tile based game using **Unity** and **C#** in under 48h for McGame Jam 2024

### Commit2Gather

Dec 2024

- Designed and developed an appointment booking software using **React** and **MongoDB** that allows schedule and manage their meetings

### The Adventures of Super Cool Carrot Rocket Chessmaster Girl

Jan 2024

- Designed and developed a 2D pixel art shoot'em up game using **Unity** and **C#** in under 48h for McGame Jam 2024
- Won **Best Gameplay**, awarded by Ubisoft

### Game Design Portfolio

Dec 2022

- Collaborated with the developer of the mobile app Don't Fall Down! to use game design principles to improve player experience.
  - Modifications published in Version 1.2
- Explored the game design by sketching a level design for the game Fall Guys

## ACTIVITIES

### McGill Computer Science Undergraduate Society (CSUS)

Tutor

Montreal, QB

Sept 2023 - Dec 2023

- Enhanced students' understanding of CS courses at McGill
- Awarded the **Tomlinson Engagement Award for Mentoring (TEAM)**

### Girls Who Code

Educational Facilitator

Montreal, QB

Jan 2023 - Apr 2023

- Introduced students to coding and **Unity** through fun, and personalized coding guidance starting with **Scratch**, **Python** and **C#**