Carlos Liam

Software Engineer

✉ carlosliam@protonmail.com • ○ carlosliam • ☎ (347) 205-0618

Projects

- Lithium - [GitHub](#)
    - Created from start to finish an open source jailbroken iOS device tweak to customize its battery indicator using JavaScript and HTML5 Canvas.
    - Optimized memory use, storage size, image fidelity, battery use, and speed to be massively improved over a competing product.
    - Resolved bug reports from users and released multiple updates.
    - Received coverage [from](#) [several](#) [blogs](#).
    - Attained over 200,000 lifetime downloads through Cydia organically.
- Ring Bros - [Live Demo](#)
    - Designed, developed and released a browser-based arcade style game using JavaScript and HTML5 Canvas.
    - Implemented complicated math for 360 degree gameplay.
- Communique - [Live Demo](#) - [GitHub](#)
    - Created a single page full-stack web app replicating the functionality of Medium using Ruby on Rails and PostgreSQL on the backend and React-Redux with AJAX on the frontend.
    - Created a DRY mechanism to stop a component and request the resource it needs through AJAX before rendering it.
- 6kk - [YouTube Demo](#) - [GitHub](#)
    - Created a Python script to display menu minigames from the video game *SUPERHOT* through a Windows Command Prompt.
    - Received coverage from *[PC Gamer](#)* and *[Kotaku Australia](#)*.
    - Attained over 25,000 views on the YouTube demo video.

Skills

Ruby - RSpec - Ruby on Rails - JavaScript - jQuery - React - Flux/Redux - SQL
Git - HTML5 - CSS3 - Python 2/3 - Canvas

Work History

- Intern at Hoffman Mulligan CPAs
    - July 2018 - present
    - Completed data entry work for full service accounting firm at a rapid pace.

Education

- App Academy
  1000 hour intensive full-stack coding bootcamp with <3% acceptance rate.