Liam Goldsten

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Education:

BS Computer Science, Tufts University, Medford, MA, May 2019 (expected)
Overall GPA: 3.49; Major GPA: 3.55
Relevant Courses: Data Structures, Algorithms, Discrete Math, Machine Structure and Programming,
                   Web Programming, OOP Graphical User Interface, Programming Languages,
                   Game Design, Computer System Security, Computation Theory

Experience:

Temple View Capital - *Intern*   Washington D.C., *May-August 2018*
- Developed tool to dramatically increase efficiency of loan data analysis
- Developed tool to construct responsive heatmaps with loan data

CASA Summer Camp - *Counselor*   Washington D.C., *2015 - 2016*
- Led classes in Chess, Science, and Structural Design (ages 6-13)

DC Volunteer Lawyers Project - *Intern*   Washington D.C., *May 2015*
- Worked the desk at the domestic violence resource clinic
- Retrieved legal documents

Skills:

- Programming Languages: C++, C, Java, HTML, CSS, Javascript, Assembly
- Software: Microsoft Office, Google Drive, Unity, Blender, Sculptris

Projects:

RoadTripAdvisor (Programmer and Designer)
- Provides information on fun attractions for a road trip and an optimized path for selected stops
- Project completed in less than 24 hours at Tufts Polyhack 2017 (Finalist, TripAdvisor Winner)
- React for the front end and Heroku for the back end
- Link: http://road-trip-advisr.herokuapp.com/

Light Cycles (Programmer and Designer)
- Competitive online game with matchmaking, real-time play, and persistent user account data
- Phaser for the front end and Heroku for the back end
- Link: https://light-cycles.herokuapp.com/

Slashy Sword Boomy Battle (Programmer and Designer)
- Competitive local fighting game made with Unity