Liam Brophy

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Front-End Engineer and Creative Technologist. Background in publishing, design engineering, and software development. Skilled in merging technical expertise with design to create digital experiences.

`JavaScript` `React` `Typescript` `Python` `SQL` `APIs` `Git` `Adobe Creative Suite` `Figma` `3D Modeling` `Webflow` `TouchDesigner` `CMS` `Three.js` `Tailwind` `Storybook`

Experience

Gallery of Contemporary Art | Content Manager   DECEMBER 2024 – PRESENT, PART-TIME

- ✦ Design and produce booklets, branding materials, and marketing assets to support exhibitions.
- ✦ Maintain and expand the organization's Webflow-based website, ensuring functionality and accessibility.
- ✦ Optimize content and engagement strategies to enhance audience interaction.

Arch Enemy Arts | Gallery Assistant   AUGUST 2024 – PRESENT, PART-TIME

- ✦ Assist in the representation of fine art pieces, fostering strong relationships with artists and clients and promoting a coherent customer experience.
- ✦ Handle, package, and prepare pieces for shipment or pickup with great attention to detail.

Giovanni's Room | Manager   AUGUST 2023 – AUG 2024

- ✦ Managed business operations, coordinated author events, and maintained the store's correspondence and community engagement initiatives.
- ✦ Oversaw the intake, pricing, sale, and organization of used and new literature, implementing an inventory system for incoming book shipments, leading to a 20% increase in book sales.
- ✦ Created graphic materials for social media, local marketing, and in-store branding.

Amplify Publishing Group | Designer   AUGUST 2022 – AUGUST 2023

- ✦ Managed book production from cover design to interior typesetting and promotional materials.
- ✦ Collaborated with authors to develop their visual identity and worked closely with editors to align design with publishing standards.

Penguin Random House | Intern   JUNE 2021 – AUG 2021

- ✦ Assisted multiple departments with manuscript evaluations, digital asset design, and outreach.
- ✦ Conducted research and collaborated with promotional partners to expand marketing reach.

Education

Flatiron School | Software Engineering Certification   SPRING 2025

Built full-stack applications using JavaScript, React, and Python. Created and utilizes custom APIs and databases, while gaining experience with object-oriented programming and the Software Development Lifecycle.

The City College of New York | B.A. in Digital Design   2019–2021

Graduated magna cum laude, specializing in publishing, art history, and digital media production.