

Liam A'Hearn

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EDUCATION

Santa Clara University | June 2024

Computer Science and Engineering | 3.72

Relevant Courses

Advanced Data Structures | Discrete Math | Advanced C Programming | Web Usability
Linear Algebra | Object-Oriented Programming | Cryptography | ADT and Structures

Affiliations

Theta Tau Fraternity - Webmaster (2022 - Present) and Treasurer (2021-2022)

- Managing the chapter's website, requiring knowledge of HTML/CSS to make edits and additions whenever needed, organizing commits via GitHub.
- Responsible for funding requests, reimbursements, collecting quarterly dues, budgeting, providing updates, and overseeing the fundraising committee.

GROUP PROJECTS

INRIX Hackathon - 1st Place | Fall 2022

- Built Tripfol.io, a day-trip generator that uses routing algorithms, live real-world traffic information, and location data via INRIX and Yelp APIs.
- Served as the sole UI Designer and Frontend Programmer on the team, drafting up layouts in Figma, and using Flutter to build the app.

Hack for Humanity 2022 - 2nd Place | Winter 2022

- Created Project Pineapple, an iPhone app that offers an extra layer of safety by scheduling check-ins before a night out, contacting friends if needed.
- Served as the UI designer and as a frontend programmer for the team, where I designed the UI in Figma, using Swift to implement them into the project.

INRIX Hackathon - 2nd Place | Fall 2021

- Built FastThru, a web app that takes INRIX API traffic/location data and helps users find the shortest drive-thru lines nearby.
- Acted as head UI / Graphic Designer for the team, where I created sketches, interface designs, and icons in Figma, implementing them with HTML/CSS.

WORK EXPERIENCE

Health Tech Startup

UI/Frontend Lead | Santa Clara, CA | April 2022 - Present

- Brought on as a founding team member of a health-tech startup during the planning stages, working directly under a current Google engineer.
- Designed the app's UI in Figma, engaging in an iterative design process to ensure usability and appeal, implementing it alongside colleagues in Flutter.

SKILLS

Team Leadership | Creatively Oriented
Reliable | Passionate Learner | Flexible
Motivated | Proactive | Communicative

TECHNICAL SKILLS

C/C++ | HTML/CSS/JS | Java | Lua | C# |
Unity | Swift | Blender | Flutter | Figma

INTERESTS

Game Development | Pixel Art | Guitar
Graphic Design | 3D Modeling | D&D
Mobile App Development | Web Dev

PERSONAL PROJECTS

Personal Portfolio Website

Summer 2021 - Present

- Designed and planned a personal portfolio website for the purpose of displaying my own art, games, and programming projects.
- Taught myself HTML and CSS for the project, creating the framework of the website and utilizing my creative passions to create the fonts, icons, and artwork that would best fit the feel and functionality of the project.

90 Days & Ship It! Game Jam

Summer 2021

- Worked closely with a small team to create and publish a game in 90 days.
- Served as the main artist, responsible for designs and pixel art, providing detailed testing feedback, and corresponding with team members remotely.