

Liam A'Hearn

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Education

Santa Clara University | Santa Clara, CA

June 2024

B.S. Computer Science and Engineering (UI/UX Concentration)

GPA: 3.8

Involvement: ESports Club Graphic Designer, Theta Tau Executive Treasurer & Webmaster

Relevant Courses: Software Development, Object-Oriented Programming, Web Development, Web Design

Skills: C/C++, JavaScript, ReactJS, Python, Figma, Adobe CC, Java, SQL, Flutter, Swift, Agile Development, Lua

Work Experience

Software Development Intern, Services Engineering, Hyland Software | Cleveland, OH

June - Sep 2023

- Automated workflow with JavaScript, allowing the validity of 600+ documentation pages containing thousands of assets to be ascertained within minutes.
- Independently studied relational databases and SQL to design a database that would be both viable and scalable for storing and organizing customer data in a large company.
- Led communication efforts between the feature development team and internal resources managers, documenting the needs of developers to inform project design requirements.

JavaScript Developer, UI Designer, Human-Computer Interaction Lab | Santa Clara, CA

April 2023 - June 2024

- Continually iterating upon features in response to critical feedback, allowing for the optimization of the app's usability and user experience.
- Contributed to the programming, debugging, and optimization of a Lightship AR-based, interactive storytelling mobile web app in collaboration with a team of fellow student researchers.
- Created UX technical writing and planning documents to ensure manageable scope and organization, delivering updates during the weekly scrum of the agile development cycle.

Mobile Development Intern, Lymeless HealthTech Startup | New York, NY (remote)

April 2022 - Jan 2023

- Led the project's UI design with an iterative, breadth-first approach based on market and competitor research to ensure maximum usability and appeal among users.
 - Used Figma's prototyping tools and programmed the app's interface in Flutter, allowing users to provide feedback, and enabling me to locate and fix usability issues efficiently.
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Project Experience

Online Market Arbitrage Tool - Independent Study in Market Profit Margin Aggregation

Aug 2023

- Created a web application that performs data-driven analytics on thousands of listings for tradable items from the volatile Team Fortress 2 trading market, resulting in a summary of potential profits.
- Developed scraping/data mining code and frontend in JavaScript as lead full-stack developer, designed stylish themed UI in Figma, recruited and led team by organizing project collaboration/design documents.

INRIX Hackathon | 1st Place

Fall 2022

- Served as the UI Designer and sole Frontend Programmer on the team, drafting up wireframes and page layouts in Figma, and using Flutter to build the app.

Hack for Humanity 2022 | 2nd Place

Winter 2022

- Served as the UI designer and as a Frontend Programmer for the 'Project Pineapple' team, designing the layout of the mobile app and UI elements in Figma, using Swift to implement them into the project.