Liam McKenna

1824 NW 3rd Place #10, Gainesville, FL. 32603. (321) 607-2168

LmcMcKenna@gmail.com

https://www.linkedin.com/in/liamckenna

Computer Science Graduate Student

Computer programmer interested in the technical end of game development, specifically computer graphics. Heavily grounded in logic while still maintaining a high level of creativity. Pragmatic thinker dedicated to his passion. Knowledgeable in C++, C# and Java, with additional experience in HTML, SQL, and JavaScript. Experienced in programs such as Unity, Blender, Maya, Excel, FL Studio, Adobe Photoshop and Premiere Pro.

Education

University of Florida, Bachelor's in Computer Science - Summer 2024

While first admitted under the Statistics program a semester prior, I transferred to the University of Florida under the CLAS Computer Science program in the Spring of 2022. In the Summer of 2024 I graduated with a 3.57 GPA, the distinction of cum laude, a major in Computer Science, and a minor in Digital Arts and Sciences.

University of Florida, Master's in Computer Science – Expected Spring 2026

I am currently enrolled in UF's Master of Science program for Computer Science, with a specific focus on computer graphics development. Seeking the two-semester thesis track, I am aiming to conduct meaningful and progressive research in the fields of real time graphics and video game technology.

Experience

CVS Pharmacy, Palm Beach Gardens, FL

1/21 – 4/21

As a sales associate, I maintained the sales floor by restocking shelves, checking in vendors, updating pricing information and completing inventory management tasks as directed by the store manager. Customer service was equally as important during my time here.

Leslie's Pool Supplies, Boynton Beach, FL

5/21 – 8/21, 5/22 – 8/22

As the lead sales associate, my duties included assisting customers by testing their water, diagnosing their pool issues, and giving them product and service recommendations. In addition, I also had to maintain the store's high-quality presentation and complete stocking and upkeep tasks for the store manager.

United Wholesale Mortgage, Pontiac, MI

5/23 – 8/23

As a software development intern, I learned the ins and outs of the software development cycle. In addition to being the designated intern on a development team, I worked with other interns to create a new program to assist in the process of debugging new releases of their proprietary software.

Liam McKenna

1824 NW 3rd Place #10, Gainesville, FL. 32603. (321) 607-2168

LmcMcKenna@gmail.com

https://www.linkedin.com/in/liamckenna

Personal Projects

Vermin Venture, Design and Programming, December 2022

Over the course of my Fall 2022 Semester at UF, I worked with one artist to create an independent game titled Vermin Venture for one of my courses. I performed all the design, programming, sound, and implementation for the project. Available to download and play for free at https://liamleeyum.itch.io/vermin-venture.

Topposition, Design and Programming, Summer 2023

Topposition was originally created as a board game for a class assignment, but eventually turned into an exercise in C++ programming as it became the first game I've developed without an engine, written in pure C++, utilizing a single rudimentary graphics library (SDL2). The game boasts a fully procedural terrain generation system, as well as local and online multiplayer. Topposition is still in development but is fully playable locally. The game and its features are shown off at https://liamleeyum.itch.io/topposition.

Game Jam & Hackathon Achievements, January – December 2023

Throughout 2023, I participated in occasional game jams/hackathons to demonstrate my skills as not only a programmer, designer, and artist, but a leader as well. In January of 2023, I lead a team of three other students in the Swamphack Hackathon to win first place for Best In-Theme. In November, I was the lead programmer and artist for my team's entry in the DevLUp Wargames, in which we won 2nd place overall. These are both available for download at https://liamleeyum.itch.io/.

3D Modeling & Rendering, Blender / Maya, 2022 – 2024

In my two 3D modeling courses, I have become thoroughly familiar with the process of 3D modeling and rendering. I've modeled a variety of objects, architectures, and human characters, all of which can be seen in my external portfolio. My experiences in modeling have been particularly responsible for piquing my interest in the 3D rendering pipeline, as well as graphics processing as a whole.

SteamQuack, Web Development, Summer 2024

Within the Summer of 2024 I developed my first website, SteamQuack.com. The site serves as an entertaining way for PC gamers to find new games based on their personal tastes. Users submit their Steam profile, and a taste profile is generated based on the data available through Steam's API. The user can then tell the site's host, a literal "quack doctor" named Ducktor Gamez, exactly what they do and don't care about when looking for a game, which he will consider before generating game suggestions back to the user.

References

Anders Coleman, Leslie's Store Manager - (561) 797-2834

George (Nick) Heitzman, Game Design Professor - gheitzman@ufl.edu, (352) 294-2000