

**Local Address**

10 Leon Street, #6052  
Boston, MA 02115

**Liam Cristello**

liamcristello@gmail.com | 201-981-0343

liamcristello.com | linkedin.com/in/liamcristello | github.com/liamcristello

**Permanent Address**

479 Haworth Avenue  
Haworth, NJ 07641

**WORK EXPERIENCE**

*Virtual Reality Programmer, ReGame-VR Lab, Boston, MA*

July 2019 – Present

- Created “Throw At Target” and “Pong & Obstacles” virtual reality games with Unity3D to facilitate the integration of VR and active video gaming into clinical practice and physical therapy
- Worked independently as sole dedicated project member for 2 games
- Programmed for peripherals including the Oculus Rift, Oculus Quest, HTC Vive, and Wii Balance Board
- Modified and implemented art and sound assets from Unity Asset Store
- Met weekly with supervisor to discuss current progress, troubleshoot challenges, and set goals/deadlines

**PROJECTS (Available on GitHub, LinkedIn, and/or personal website)**

*Sleepy Jeff, Boston, MA*

January 2019

- Created 3D action game using Unity Engine (C#) for Global Game Jam 2019
- Coded player input with mouse, communicated ideas with team members, and integrated art and sound assets
- Collaborated with a team of 6, consisting of coders, artists, and sound designers/composers

*Bird Brigade, Boston, MA*

January - April 2019

- Programmed 2D shoot-'em-up game using Unity Engine (C#) for Game Programming class final project
- Developed UI/UX assets to display player and boss health, and convey other important information to the player
- Conducted playtests with other students and iterated on feedback

*Spooky Cryptid Dating, Boston, MA*

October 2019

- Created 2D visual novel using Ren'Py (Python) for Northeastern-Emerson Halloween Game Jam
- Worked with a team of 8, consisting of sound designers, composers, artists, writers, and programmers
- Programmed visual-novel game mechanics, and integrated art, sound, and writing assets

*Website on Auto-Tune, Boston, MA*

December 2018

- Designed website chronicling usage and reception of Auto-Tune software in music using Wix
- Analyzed trends and artistry involved in its history

*360 Video Demo and AR Demo, Toronto, ON, Canada*

May 2018

- Developed AR project and 360° video demos, the latter viewed in VR, as part of study abroad program
- Raised awareness of community project through geotagged AR demo with team, utilized Hoverlay mobile app
- Filmed 360° videos of Toronto PATH underground, edited together with team to travel through in VR, used provided 360° cameras and HTC Vive for creation and presentation

**COMPUTER SKILLS**

**Languages:** C#, Java, C++, HTML, CSS, Python, Racket

**Tools:** Unity Engine, Oculus Rift/Quest, HTC Vive, SteamVR, Git, Visual Studio, IntelliJ, Eclipse, Unreal Engine, Wix, Blender, Vagrant, VirtualBox

**EDUCATION**

**NORTHEASTERN UNIVERSITY, Boston, MA**

Expected: April 2021

Khoury College of Computer Sciences

*Candidate for a Bachelor of Science in Computer Science & Game Development, With a Minor in Music Technology*

**Honors:** GPA: 3.58/4.0, Dean's List, National Merit Pfizer Inc. Scholarship

**Activities:** Northeastern University: Pep Band, Game Development Club, Animation Students Association

**INTERESTS**

Piano | Guitar | Trumpet | Pep/Marching Band | Swimming | Music analysis | Animation | Game market/eSports