Local Address   # Liam Cristello   **Permanent Address**

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WORK EXPERIENCE

Virtual Reality Programmer, **ReGame-VR Lab**, Boston, MA   July 2019 – Present
- Created "Catch and Throw" and "Pong and 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
- Implemented art and sound assets from Unity Asset Store
- Met weekly with supervisor to discuss current progress, troubleshoot challenges, and set new goals/deadlines

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

Sleepy Jeoff, Boston, MA   January 2019
- Created 3D action game using Unity Engine (C#) for Global Game Jam 2019
- Coded player input game mechanics, communicated ideas, and integrated art and sound assets
- Collaborated with team of coders, artists, and sound designers/composers

Spooky Cryptid Dating, Boston, MA   October 2019
- Created 2D visual novel using Ren'Py (Python) for Northeastern-Emerson Halloween Game Jam
- Coded game mechanics, communicated ideas, and imported art/sound/writing assets
- Collaborated with team of artists, sound designers, composers, and writers

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
- Created 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 in creation and presentation
- 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

Identity Feed, Boston, MA   October 2018
- Created 2D keyboard-input strategy game using Unity Engine (C#) for Second Annual ADL National Game Jam
- Collaborated with team of primarily coders to communicate ideas, code game mechanics, and create user interface

COMPUTER SKILLS

Languages: C#, Java, Python, C++, 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