

Liam Wang

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Education

Clark University, Worcester, MA

September 2019 - Expected: June 2025

Bachelor of Arts in Computer Science, Minor in Interactive Studies

Coursework: CSCI121 Data Structures, CSCI 160 Algorithms, CSCI 215 Operating Systems, CSCI 122

Discrete Structures, CSCI 160 Automata Theory, CSCI 140 Assembly Language & Computer Organization,

CSCI 170 Analysis of Programming Languages, CSCI 244 Web Development

Projects

DELETE SYSTEM 32 | Unity, C#, Github

- Sole programmer for arcade shmup game built in Unity as part of IGDA Clark's 48 hr 2024 February Frenzy Game Jam: <https://ildarsupron.itch.io/c-delete-system-32>
- Created C# scripts for: procedural generation of enemy spawn points upon game start, system for random power ups, enemy AI, player controls, UI using Unity components

Monopoly Titans | Unity, C#, Github

- Programmer for strategy management game built in Unity as part of the GMTK 2024 game jam: <https://chowr.itch.io/monopoly-titans>
- Created C# scripts for: context-dependent system for the cursor when over specific elements, modular components to easily create new entities, a system to load and play SFX during runtime

Totally Tanktactical | Unity, C#, Plastic SCM

- Programmer for student-lead strategy tank-building game built in Unity as part of a Game Studio Class.
- Leadership role, delegated tasks to other programmers, gave feedback on their work, while also completing tasks.
- Created C# scripts for: the Editor to verify objects existed in scene, a freely controllable camera that follows the player, tools for artists to add textures to the game, a "ghost" block that displays where a block will be placed when moved, tools for designers to adjust level objectives.
- Showed off project at PAX East 2024 at the Clark University booth.

Playground Trading | Python, Github

- Programmer for fake stock trading game, written in Python and played in terminal: <https://github.com/liamwangclarku/Algorithms-NAPL>
- Designed game architecture around MVC, and implemented states of the game (game start, game loop, game end), implemented choices for picking and trading stocks and displaying the different stages of the game.

My Portfolio Website | Javascript, HTML, CSS

- Personal website deployed in github to show off my portfolio work: <https://liamcwang.github.io/>
- Features: links to other personal social media, web version of game I developed for, simple CSS styling.

Japanese Anki Card Helper | C#

- Web scraper utility to take information from dictionary sites and create Japanese learning flashcards
- Features: Reads relevant information from a Japanese dictionary site search, then applies it to an Anki card creation window

HTML Gallery Viewer | Python, Javascript, Windows BAT Scripts

- A program that is run via a shell script that launches python script to create a data file, treating each folder in a directory as a gallery, then launches an HTML file with the created data file.
- Features: Preview image galleries, click to open them, then browse through them image by image

Additional Experience

Clark Bars, A Capella Group September 2019 - May 2020

- Practiced with and organized events as part of the Clark Bars

Bromfield Tri-M Music Honor Society September 2016 - June 2019

- Set up the stage for the school's band and chorus for each concert
- Lead peers in practice sessions and during performances

Bromfield Speech and Debate Club September 2017 - June 2019

- Participated in running and organizing multiple bake sales

Five Guys, 10 Cornerstone Square, Westford, MA June 2022 - August 2022

Team Member

- Took customer's orders, manned the burger grill, manned the fry station, assembled sandwiches, made milkshakes, cleaned the eating area, cut potatoes into fries, cleaned up all the stations and washed the dishes at night
- Coordinated with other members on shift to ensure everything ran smoothly
- Listened to customers' concerns and made sure they were addressed.

Harvard General Store, Harvard, MA August 2020 - November 2020

Cashier

- Took customer orders and coordinated with the kitchen to ensure service went smoothly.
- Set up as well as closed down the outdoor patio
- Processed orders and managed online services through the Square register system.
- Coordinated with everyone in the staff to ensure that customer's needs were met.

Technical Skills

- Game Engines: Unity
- Programming Languages: C#, C++, Java, Javascript, Python, HTML, CSS
- Software: Google Drive, Github, Plastic SCM
- Operating Systems: Microsoft Windows

Other

Skills:

- Languages: English (Native)

Achievements:

- 2nd place, 2023 Betty '79 & Stanley Sultan Short Story Contest, for "Night Walking"