

Liam Giraldo

lag288@cornell.edu · 570 231 0540 · <https://ligiraldo.me>

Searching for software engineering internship opportunities for the summer of 2025. Experienced with frontend web and Java development along with several programming languages, tools, and frameworks.

Education

Cornell University · B.S. in Information Science

Ithaca, New York · Expected May 2026

Information Technology and Game Design concentrations

Coursework

- › CS 3152 - Intro to Computer Game Design
- › CS 2112 - Object-Oriented Programming and Data Structures (Honors)
- › CS 2024 - C++ Programming
- › CS 2300 - Intermediate Programming and Web Design
- › CS 2043 - Unix Systems and Shell Scripting
- › CS 1300 - Introduction to Programming for the Web

Skills

Languages

Java, Python, HTML, CSS, C++, PHP,
Bash, JavaScript, C#

Build Tools & Software

VSCode, IntelliJ, Emacs, git, Gradle, Maven,
XCode, Unity, Godot

Frameworks

Spigot (Java), JUnit, JavaFX, libgdx

Experience

Mission Bit · Teaching Assistant

Oakland, California · May 2024 - August 2024

- › Teaching assistant for Introduction to Web Design. Provided insightful feedback on student websites, and assisted the lead instructor with organizing and assembling course content.

Cornell Bowers CIS · Undergraduate Teaching Assistant

Ithaca, New York · August 2023 - Present

- › Graded student assignments and held office hours for the following courses: Introductory Programming for the Web (Fall '23), Intermediate Programming and Web Design (Spring '24, Fall'24)

Cornell CALS · Peer Mentor

Ithaca, New York · June 2023 - July 2023

- › Facilitated the seamless transition of 11 incoming undergraduate students to university life by offering comprehensive support including providing connections to campus resources, teaching effective study strategies, and emotional support

Projects

<https://rocket-penguin.itch.io/le-petit-raccoon> - A stealth-cooking game made for the Intro to Game Design course at Cornell. I worked as a Java programmer on a team of 8 people, working specifically on UI and gameplay. The game won audience favorite and most innovative at the Game Design Initiative at Cornell's 2024 showcase.

<https://github.com/liamgiraldo/Litebridge> - A server-side mini-game plugin made for Minecraft Java Edition. Built to be reused, allowing for server owners to install and implement the plugin into their servers seamlessly. Written in Java 8.