

B. Liam Rethore bliamrethore@gmail.com | linkedin.com/in/bliamrethore/ | 480-352-2278

Experience

General Motors | Software Engineer

Contributed to the delivery of 5 new microservices making up nearly all back-end services for BrightDrop's MVP as a part of a team of only 8 developers. Maintained unit test coverage of over 70% across all business logic.

Created a telemetry ingestion worker through Apache Pulsar capable of processing over 100 unique messages a second across 5 data feeds.

March 2021 - Current

MD.ai | Intern

Collaborated alongside a radiologist to train an artificial intelligence to properly read between abnormal and normal spleen, kidney, and liver by marking over 200 cases into appropriate data set.

Learned how AI can be used to simplify repetitive tasks and boost efficiency in data processing analysis.

May 2018 – August 2018

Projects

Dig Dug Clone | Personal Project

Developed a clone of the classic 1982 maze arcade game from Namco. Implemented fully in Next.js and Typescript the game featured random level generation, enemy pathfinding, and dynamic interaction with the background.

Learned how to use React hooks to create a reactive user experience while managing a constantly evolving state. Full game is posted on my website if you would like to play.

March 2022

Sorting Algorithm Visualizer | Personal Project

Designed a React.js based webpage to visualize Merge sort, Bubble sort, Quick sort, and Shell sort to develop a stronger understanding of fundamental algorithms and data structures.

Improved user experience by showing how sorting algorithms work through animation of the way a piece of data is moved.

May 2020 (Refactored in January 2022)

Education

The University of Pittsburgh | BS Electrical Engineering, *cum laude*

Minor in Computer Science

September 2016 – April 2020

Delft University of Technology

Full Semester Electrical Engineering Exchange Program

Technologies

SpringBoot, Java, JavaScript (ES6), TypeScript, React.js, Next.js, C, Git