Michelle Liang

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EDUCATION

Massachusetts Institute of Technology | Cambridge, MA   May 2025
- B.S. in Humanities and Engineering (Comparative Media Studies and Computer Science), GPA: 4.7/5.0
- Relevant Coursework: Intro to Machine Learning, Fundamentals of Programming, Mathematics for Computer Science, Linear Algebra, Web Lab, Intro to Algorithms, Interactive Data Visualization and Society, Intro to Low-level Programming in C and Assembly, Creating Video Games, Intro to Game Design Methods

WORK EXPERIENCE

The Last Mile | Remote   June 2023 - August 2023
Software Engineering Curriculum Intern
- Designed and developed grading guides for all minor assignments in the Web Development Fundamentals (WDF) course for justice-impacted individuals.
- Adapted material and drafted additional assignments for the Python curriculum within WDF.

MIT Scheller Teacher Education Program (STEP) Lab | Cambridge, MA   June 2022 - May 2023
Website Developer
- Designed a homepage carousel that dynamically scrapes images and text from StarLogo Nova's wiki.
- Implemented interactive tool-tips that provide more information when a code block is hovered.

RESEARCH

Themes of Settler-Colonialism in Games | Cambridge, MA   September 2023 - Present
MIT Game Lab
- Critically analyzes the context surrounding Anglo-American board games and how they perpetuate themes of settler-colonialism through narrative themes and game mechanics.

Collaborative Research: Designing Computational Modeling Curricula across Science Subjects to Study How Repeated Engagement Impacts Student Learning throughout High School | Cambridge, MA   2023
MIT STEP Lab/National Science Foundation
- Contributor on an NSF-supported project for my work on StarLogo Nova.

PROJECTS

Rat Pack Recipes | https://teabc.itch.io/rat-pack-recipes   October - December 2023
Multiplayer Collaborative Game
- Created in Unreal Engine for Creating Video Games with Tolu Akinbo, Obinna Modilim, Frankie Schulte, Diego Rodriguez, and Darrell Brown. Contributed to game mechanic implementation and 3D art assets.

Dischord   September - October 2023
Multiplayer Music Game
- Created in Unity for Creating Video Games with Tolu Akinbo, Kudana Gwatidzo, and Rawisara Lohanimit. Contributed to fundamental game mechanic implementation.

Homemade | https://homemade-game.herokuapp.com   January 2022
Visual Novel/Platformer
- Primarily focused on front-end development and assisted in art and environment design.

LEADERSHIP EXPERIENCE

MIT MissBehavior Co-President   May 2023 - Present
- Intermediate/advanced showcase dance team for marginalized gender identities. Responsible for organizing practices and registering for shows.

MIT DanceTroupe Show Historian   December 2022 - Present
- Edits videos of each semester's show for the club's distribution and historical purposes.

SKILLS

Programming Languages: Python, HTML/CSS, JavaScript, C, Assembly, Blueprint, React (exposure), C# (exposure)
Software: Unreal Engine, Unity, Git, Adobe Photoshop/Premiere Pro/AfterEffects, Blender, Tableau, SOLIDWORKS
Languages: Mandarin Chinese (conversational fluency)