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: Creating Video Games, Intro to Game Design Methods, Game Studies, Fun & Games: Cross-Cultural Perspectives, 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

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 Last Mile's Web Development Fundamentals (WDF) course for justice-impacted individuals.
- Adapted material and drafted additional assignments for their Python curriculum in the WDF course.
- Attended virtual thesis presentations and provided feedback to students in The Last Mile's MERN back-end course.

MIT Scheller Teacher Education Program (STEP) Lab | Cambridge, MA   June 2022 - May 2023
Website Developer
- Designed a carousel that dynamically scrapes images and text from StarLogo Nova's wiki for StarLogo Nova (https://www.slnova.org/), an educational modeling and coding program for middle and high schoolers.
- Implemented interactive tool-tips that dynamically scrape text from the wiki when a code block is hovered, providing the user more information on specific pieces of code.

RESEARCH

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

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.

PROJECTS

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
- MissBehavior is an intermediate/advanced showcase dance team for marginalized genders. Responsible for organizing team practices and registering for competitions and shows to perform.

Lecture Series Committee (LSC) Refreshments Director   September 2022 - Present
- Restocks the refreshments inventory and trains new members for LSC, MIT's student-run movie theater.

MIT DanceTroupe Show Historian   December 2022 - Present
- Edits videos of each semester's show for the club's distribution (100-200 members every semester).

SKILLS

Programming Languages: Python, HTML/CSS, JavaScript, React (exposure), C, Assembly, C#
Software: Unity, GitHub, GitLab, Adobe Premiere Pro, Adobe Photoshop, Adobe AfterEffects, Asana (exposure)
Languages: Mandarin Chinese (conversational fluency)