Nelson Liang

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Profile

First year CS student interested in using technology to make impacts on society. As an experienced game developer, I am accustomed to coding, leveraging various libraries and services, and participating in an agile workflow. I look forward to learning and developing new skills and technologies on the job.

Professional Experience

01/2017 - 06/2020	**Game Developer**
	Sticky Rice Games

- Creating Android ports of PC games in Unity, often working within the constraints of the source code. Various localization and UI adjustments are often required.
- Integrating various platform features to end product, such as GPG and Steamworks.
- Performing quality assurance before launching product and reporting bugs to the associated developer.

Education

2020 - Present	**Bachelor of Science, Computer Science**
	Ryerson University
	GPA 4.23/4.33

2014 - 2018	**Bachelor of Game Design**
	Sheridan College
	GPA 3.68/4.00

Languages & Packages

HTML, CSS, JS   React   Redux

React-Bootstrap   Material UI

Express.js   Mongoose   Python   C#

Java

Relevant Technologies

Git & Git GUIs   MongoDB

AWS Lambda   AWS S3

Amazon API Gateway   Docker   Unity