

Nelson Liang

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Professional Experience

01/2017 - 06/2020

Game Developer

Sticky Rice Games | Toronto, ON

- Created Android ports of PC games in Unity, often worked within the constraints of the source code to ensure stability.
- Integrated various platform features to the end product, such as GPG and Steamworks.
- Performed quality assurance testing before launching products and reported bugs to the associated developer.

Projects

09/2020

RGBIF

Python, Pgmagick, Tkinter

- Utilized pgmagick to apply filters to each frame of images or gifs to create gifs with rgb effects.

08/2021

Nomination Site

HTML, CSS, JS, React, Redux, React-Bootstrap, Express, Python, AWS

- Allowed users to search and share their favorite entertainments via an image generated from an AWS Lambda call.

08/2021

Portfolio Site

HTML, CSS, JS, React, Redux, Material UI, Express, MongoDB

- A responsive portfolio site built and stylized with React and Material UI. It also includes a backend for form submission.

Education

09/2020 - Present

Bachelor of Science, Computer Science

Ryerson University | Toronto, ON

Courses: Data Structures, Intro. to UNIX, C and C++, CS 1 & 2

09/2014 - 04/2018

Bachelor of Game Design

Sheridan College | Oakville, ON

Courses: AI & Procedural Techniques, Industry Practices & Processes

Languages & Packages

HTML, CSS, JS

React

Redux

Svelte

Material UI

Express.js

Python

C#

C

Java

Relevant Technologies

Git & Git GUIs

MongoDB

AWS S3

AWS Lambda

Amazon API Gateway

WebRTC

Docker

Unity