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
CGPA 4.23/4.33

2014 — 2018   **Bachelor of Game Design**
Sheridan College
CGPA 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 | Unity |