LIAN SONG

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CAREER SUMMARY

I am a student at USC pursuing a Bachelor of Science in Computer Science (with a focus in Games) and aspire to work in the data and software engineering industries. I am eager to push myself to make a difference and learn as much as I can at Google.

EDUCATION

University of Southern California — Los Angeles, CA
Bachelor of Science in Computer Science Games — August 2023-May 2027
- Viterbi School of Engineering Dean's List
- Minor in Applied Analytics
- GPA: 3.65/4.0
- Relevant coursework: Programming in C++ and Python | Game Design and Development in Unity | Discrete Mathematics | 3D Modeling, Animation, and Visual Effects | Algorithm Design | Software Development in Java | Data Analytics

EXPERIENCE

Parsons Corporation — Denver, CO
Applications Specialist Intern — May 2025-Present
- Creating various web applications that serve as secure "crosswalks," helping 20,000+ employees, streamlining and optimizing efficiency in a large company systems merge process
- Developing, testing, and doing maintenance operations on high-priority client-sided projects involving 1600+ daily users with a team of 20 other IT professionals

Code the Change USC — Los Angeles, CA
Project Manager, Developer — September 2024-Present
- Collaborated with a team of 13 other developers to create a comprehensive web application for Blue Sky LA to display 100s of volunteer projects interactively
- Coordinating with local Los Angeles nonprofits in efforts to create more helpful software engineering projects with small teams of volunteers

Open Alpha USC — Los Angeles, CA
Vice President of Marketing, Artist, Team Lead — September 2024-Present
- Developed one game per semester using Unity through cross-team collaboration of groups of 15-30 people each
- Directed, created, refined 2D scaleable art assets and themes to import into game, scripted game elements in C#
- Planning meetings, outlining game creation timelines, and ensuring proper information distribution to an organization of 60+

LEADERSHIP

Open Your Browser — Los Angeles, CA
Open Alpha USC — January 2025-May 2025
- Designed, iterated upon, and incorporating various original character and UI art assets for a pixel-style 2D puzzle game
- Met in weekly cross-team conferences with Design, Sound, and Programming teams to further establish an engaging, cohesively-themed project across 4 departments
- Organized spreadsheets and compiled various resources to track the timeline of game asset creation
- Led a team of 14 artists through the process of creating an art bible, deciding on finalized concepts, and scoping the project

Climate Cents - Blue Sky LA Interactive Map — Los Angeles, CA
Code the Change USC — September 2024-May 2025
- Incorporated an interactive map of the Los Angeles area for real-world client Climate Cents' Blue Sky LA initiative webpage, striving to provide resources in efforts to clear skies by 2028 LA Olympics
- Incorporated overlays, database insert, remove, and search functionalities, administrative access, user submission features, and more into said interactive map using existing APIs for real-time data to help citizens learn more about air quality and climate projects in local neighborhood
- Used React and Node to program full-stack web pages for creation, deletion, and caching of custom objects defined in JSON into cloud databases

SKILLS

C++, Python, C#, Java, MySQL, Studio 3T, Git, React, HTML, CSS, JavaScript, TypeScript, CloudFlare, Firebase, Yarn, Tailwind, NodeJS, NextJS, Unity, VS Code, Eclipse IDE, Perforce, Autodesk Maya, Adobe Illustrator, Procreate, Adobe Photoshop, Microsoft Office