Liam Giraldo

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Searching for teaching internship opportunities for the summer of 2025. Experienced with STEM topics including Computer Science, Basic Mathematics, and Software Engineering.

Education

Cornell University · B.S. in Information Science · Minor in Education

Ithaca, New York · Expected May 2026

Information Technology Concentration

Coursework

- › EDUC 2410 - The Art of Teaching
- › EDUC 2210 - Design / Facilitate Learning
- › CS 4152 - Advanced Game Design
- › CS 3152 - Intro to Computer Game Design
- › CS 2112 - Object-Oriented Programming and Data Structures (Honors)
- › CS 2024 - C++ Programming

Skills

Teaching

Leadership, Lesson Planning, Public Speaking, Facilitation, Teamwork

Office Skills

Google Suite (Docs, Slides, Sheets), Microsoft Suite (Word, Powerpoint, Excel)

Computer Skills

Computer Programming, Website Design, Basic Graphic Design

Experience

Mission Bit · Teaching Assistant

Oakland, California · *May 2024 - August 2024*

› Teaching assistant for Introduction to Web Design. Provided insightful feedback on student websites, and assisted the lead instructor with organizing and assembling course content.

Cornell Bowers CIS · Undergraduate Teaching Assistant

Ithaca, New York · *August 2023 - Present*

› Graded student assignments and held office hours for the following courses: Intro to Programming for the Web (Fall '23), Intermediate Web Programming and Design (Spring '24, Fall'24), Interactive Web Design and Development (Spring '25)

Cornell CALS · Peer Mentor

Ithaca, New York · *June 2023 - July 2023*

› Facilitated the seamless transition of 11 incoming undergraduate students to university life by offering comprehensive support including providing connections to campus resources, teaching effective study strategies, and emotional support.

Accolades

Cornell University Dean's List - An honor rewarded to undergraduate students who achieve a grade point average (GPA) of 3.5 or higher for any given semester. Placed on dean's list for the following semesters: Spring '23, Fall '24.

GDIAC Most Innovative & Audience Favorite - GDIAC Is the Game Development Initiative at Cornell. I worked on a team of 8 to create a video game for the Spring '24 semester. Our game won Most Innovative and Audience Favorite at the Spring '24 game design showcase.