

Liam Giraldo

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Searching for internship opportunities for the summer of 2024. Interested in game development and software engineering. Experienced with several programming languages, tools, and frameworks along with computer science fundamentals.

Education

Cornell University · B.S. in Information Science

Ithaca, New York · Expected May 2026

Software Engineering and Information Systems concentrations

Coursework

- › CS 2112 - Object-Oriented Programming and Data Structures (Honors)
- › CS 2300 - Intermediate Programming and Web Design
- › CS 2043 - Unix Systems and Shell Scripting
- › CS 2024 - C++ Programming
- › CS 3152 - Intro to Computer Game Design
- › CS 1110 - Introduction to Computing using Python

Skills

Languages

Java, Python, HTML, CSS, R, C++,
PHP, Bash, JavaScript, C#

Build Tools & Software

VSCode, IntelliJ, Emacs, git, RStudio, Gradle,
Processing, XCode

Frameworks

Spigot (Java), JUnit, JavaFX

Experience

Cornell Bowers CIS · Undergraduate Teaching Assistant

August 2023 - Present

Assisted and collaborated with colleagues on grading student assignments as well as provide insightful feedback on submitted work for the following courses:

- › Introductory Programming for the Web · Fall '23
- › Intermediate Programming and Web Design · Spring '24

Cornell CALS · Peer Mentor

June 2023 - July 2023

- › Facilitated the seamless transition of 11 incoming undergraduate students to university life by offering comprehensive support, including connecting them with valuable campus resources, imparting effective study strategies, and providing reassurance throughout their transformative experiences.
- › Planned, led, and supervised engaging in person events tailored to the needs and interests of students.

Projects

<https://litebow.itch.io/crush-up> - Crush Up is a game made for the Cornell DGA Spring Game Jam. Made in C# using the Unity game engine. Worked as the programmer on a team of 3 for the 30 hour jam.

<https://pocketpenguins.net/> - A work in progress, faithful recreation of the 2005 online mmo game, Club Penguin. Features an old, 2005 web design style, and frequent site updates. Currently hosted on Github Pages, managed and maintained by myself. Desktop only.