

# 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

Game Design and Information Systems concentrations

## Coursework

- › CS 3152 - Intro to Computer Game Design
- › CS 2112 - Object-Oriented Programming and Data Structures (Honors)
- › CS 2024 - C++ Programming
- › CS 2300 - Intermediate Programming and Web Design
- › CS 2043 - Unix Systems and Shell Scripting
- › 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, Unity, Godot

### Frameworks

Spigot (Java), JUnit, JavaFX, libgdx

## 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, Fall'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://rocket-penguin.itch.io/le-petit-raccoon> - Le Petit Raccoon is a stealth / cooking game made for the Intro to Game Design course at Cornell. I worked as a java programmer on a team of 8 people, working specifically on UI and gameplay. The game won audience favorite, and most innovative at the Game Design Initiative at Cornell's 2024 showcase.

<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.