Liam Giraldo

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Searching for software engineering internship opportunities for the summer of 2025. Experienced with frontend web and Java development along with several programming languages, tools, and frameworks.

Education

Cornell University · B.S. in Information Science
Ithaca, New York · Expected May 2026
Information Technology and Game Design concentrations

Coursework

› INFO 4900 - Game Development Project Team
› 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

Skills

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

Build Tools & Software
VSCode, IntelliJ, Emacs, git, Gradle, Maven, XCode, Unity, Godot

Frameworks
Spigot (Java), JUnit, JavaFX, libgdx

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: Introductory Programming for the Web (Fall '23), Intermediate Programming and Web Design (Spring '24, Fall'24)

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.

Projects

https://rocket-penguin.itch.io/le-petit-raccoon - 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 Cornell's 2024 Game Design Initiative showcase.

https://github.com/liamgiraldo/Litebridge - A server-side mini-game plugin made for Minecraft Java Edition. Built to be reused, allowing for server owners to install and implement the plugin into their servers seamlessly. Written in Java 8.