

Liam W. Day

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EDUCATION

Quinnipiac University, Hamden, CT May 2021
Bachelor of Arts in Game Design and Development • GPA: 3.89

Gateway Community College, New Haven, CT May 2018
Associate's Degree in Computer Science • GPA: 3.86 • Phi Theta Kappa Honor Society

COMPUTER AND TECHNICAL SKILLS

Programming Languages

- C#, HTML5, CSS, Javascript, jQuery, P5.JS, P5.PLAY, C++, SQL, Java, Python *Software*
- Unity Engine, JetBrains Rider, Aseprite, Adobe Photoshop, Audacity, Godot Engine, Microsoft Visual Studio,

PROJECTS

- Roll-A-Ball (Desktop)- level designer, programmer, graphic designer, sound designer
- Violet Land (Desktop)- level designer, programmer, pixel artist, sound designer
- Facepaint AR (Android)- designer, programmer, graphic designer

RELATED EXPERIENCE

Game Programming Internship- Quinnipiac University December 2020 - February 2021

- Created an automated Dialogue and Choice System tool within the Unity Editor for the game, *Figure-it-Out*
- Worked with researchers in Seattle and faculty members from Quinnipiac University and the University of Liberia on a game to educate public health workers on how to respond to disease outbreaks.

I.T. Department Internship- Gateway Community College September 2017 - May 2018

- Assisted students and staff with computer technical issues

PRESENTATIONS

Techstars Startup Week Sacred Heart University December 2020
Presenter: Face App for AR/VR Development in the Classroom: Lessons Learned

Quinnipiac Game Design & Development Monthly Meeting October 2020
Unity Project-Roll a Ball presentation