

Liam Day

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Education

Quinnipiac University

BA Game Design & Development

2021

Hamden, CT

Gateway Community College

Associate Degree in Computer Science

2018

New Haven, CT

Experience

SolitonZ Games

Lead Game Programmer

Aug. 2021 – Present

Remote

- > Managed code for the development of *Activate My Shield* game, and currently working on *What's My Method* game
- > Created and programmed a page-navigation system (similar to presentation software). This system was used as the main basis for the *What's My Method* game.
- > Conducted weekly code review of other programmers' code
- > Field tested game prototype: Recruited players to play-test game and complete a survey on likes, dislikes, and gaming experience

Mass Digi Digital Games Institute

Programmer & Animator

Jun. 2021 – Aug. 2021

Worcester, MA

- > Cooperated with a team of artists and programmers to create a Bubble Shooter game, *Teddy Pop*, for Android and iOS devices

Quinnipiac University Internship

Lead Programmer

Dec. 2020 – Feb. 2021

Hamden, CT

- > 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

Projects

Roll-A-Ball (Desktop)

- > Level designer, programmer, graphic designer, sound designer

Project: Inferno (Desktop)

- > Level designer, programmer, VFX artist, graphic designer

Facepaint AR (Android)

- > Designer, programmer, graphic designer

Skills

Programming Languages C#, HTML5, CSS, Javascript, jQuery, P5.JS, P5.PLAY

Software Unity Engine, JetBrains Rider, Aseprite, Adobe Photoshop, Audacity, Godot, Visual Studio, Git, Github