

LIAM A'HEARN

Web Developer

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EDUCATION

SANTA CLARA UNIVERSITY

June 2024

B.S. Computer Science and Engineering | GPA: 3.77 of 4.00

Theta Tau Professional Engineering Fraternity | Webmaster

May 2022 – May 2023

Relevant Coursework: Data Structures, C Programming, Web Development, Web Usability, Theory of Algorithms
Computer Networks, Operating Systems, Linear Algebra, Object-Oriented Programming, Assembly Language

SKILLS

Programming Languages: JavaScript, C++, Lua, Dart, C, Java, C#

Tech/Tools: Figma, HTML/CSS, Flutter, Node.JS, Git, SQL, Unity

WORK/RESEARCH EXPERIENCE

JavaScript Programmer, UI Designer | SCU HCI Research Lab | Native AR Tour Team

Apr 2023 – Present

- Designed and implemented UI systems in the **8thWall AR** engine using **Figma** and **JavaScript**.
- Engaged in Agile Development to rapidly prototype and implement key features alongside research team.

Services Engineering Intern | Hyland Software

June 2023 – Sep 2023

- Accelerated documentation/data storage upkeep process by automating workflow with **JavaScript** programming, allowing the validity of 600+ documentation pages to be assessed within minutes.
- Designed a database to hold feedback form responses from customers, in order to perform statistical analysis on the received data.

Mobile Frontend Programmer, UI Designer | Undisclosed Health Tech Startup

Apr 2022 – Jan 2023

- Early team member of a health-tech startup during initial planning/MVP development phases, mentored by a current Google software engineer.
- Designed the entire app UI in **Figma**, engaging in an iterative design process to ensure usability and appeal, and implemented it alongside colleagues in **Flutter**.

PROJECT EXPERIENCE

Frontend Programmer | Hack for Humanity 2023

Winter 2023

- Built HealthMatch, an AI web app that analyzes user symptoms to recommend accurate health specializations and doctors with an emphasis in that area.
- Acted as lead frontend developer, implementing the app's functionality with OpenAI and Yelp APIs in **JavaScript**.

Mobile Frontend Programmer, UI Designer | INRIX Hackathon | 1st Place

Fall 2022

- Built Tripfol.io, a day-trip generator that uses routing algorithms, live real-world traffic information, and location data via INRIX and Yelp APIs.
- Served as the sole UI Designer and Frontend Programmer on the team, drafting up layouts in **Figma**, and using **Flutter** to build the app.

Mobile Frontend Programmer, UI Designer | Hack for Humanity 2022 | 2nd Place

Winter 2022

- Created Project Pineapple, an iPhone app that offers an extra layer of communication by scheduling safety check-ins before a night out, alerting designated safety contacts if needed.
- Served as the UI designer and as a Frontend Programmer for the team, designing the app's layout in **Figma** and implementing it in **Swift**.

UI Designer, Frontend Programmer | INRIX Hackathon | 2nd Place

Fall 2021

- Built FastThru, a web app that takes INRIX API traffic data and helps users find the shortest drive-thru lines nearby.
- Acted as the lead UI designer for the team, where I created sketches and interface designs in **Figma**, implementing them with HTML/CSS.