

Liam A'Hearn

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Education

Georgia Institute of Technology | Remote Aug 2027
M.S. Computer Science, Specialization in Human-Computer Interaction

Santa Clara University | Santa Clara, CA June 2024
B.S. Computer Science and Engineering GPA: 3.8

Involvement: ESports Club Graphic Designer, Theta Tau Executive Treasurer & Webmaster, Tau Beta Pi

Relevant Courses: Software Development, Object-Oriented Programming, Web Development, Engr Comm

Skills: HTML/CSS/JavaScript/React, Figma, C/C++, Java, Python, SQL, Git, Agile Development, RESTful APIs

Work Experience

Software Development Intern, Services Engineering, Hyland Software | Cleveland, OH June - Sep 2023

- Automated workflow with JavaScript, allowing the validity of 600+ Confluence pages containing thousands of assets to be ascertained within minutes, improving enterprise access management flow.
- Independently studied relational databases and SQL to design a database that would be both viable and scalable for storing and organizing customer data in a large company.
- Led communication efforts between the feature development team and internal resources managers, documenting the needs of developers to inform project design requirements.

JavaScript Developer/UI Designer, Human-Computer Interaction Lab | Santa Clara, CA April 2023 - June 2024

- Continually iterating upon features in response to critical feedback, allowing for the optimization of the app's usability and user experience. Effectively co-designed with non-technical Ohlone tribe members.
- Contributed to the programming, debugging, and optimization of a Lightship AR-based, interactive storytelling mobile web app in collaboration with a team of fellow student researchers.
- Created UX technical writing, Figma resources, and planning documents to ensure manageable scope and organization, delivering updates during the weekly scrum of the agile development cycle.

Frontend Developer/UI Lead, Lymeless HealthTech Startup | New York, NY (remote) April 2022 - Jan 2023

- Led the project's UI design with an iterative, breadth-first approach based on market and competitor research to ensure maximum usability and appeal among users, streamlining login with SSO.
 - Used Figma's prototyping tools and programmed the app's interface in Flutter, allowing users to provide feedback, and enabling me to locate and fix usability issues efficiently.
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Project Experience

Online Market Arbitrage Tool - Independent Study in Market Profit Margin Aggregation Aug 2023

- Created a web application that performs data-driven analytics on thousands of listings for tradable items from the volatile Team Fortress 2 trading market, resulting in a summary of potential profits.
- Developed scraping/data mining code and frontend in JavaScript as lead full-stack developer, designed stylish themed UI in Figma, recruited and led team by organizing project collaboration/design documents.

League of Legends Statistics Tool - Independent Practice with APIs July 2023

- Designed a tool to organize information available from the Riot Games API, cataloging player stats and information to identify trends.