KIERAN **LIEBERG**

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OBJECTIVE

Seeking a position in Software Development to further increase my skillset.

TECHNICAL SKILLS AND COURSES

PROGRAMMING LANGUAGES AND SOFTWARE:

- Programmed animated projects using **OpenGL**, and **C++**
- Developed Video Games with **Unity** and **C#**
- Developed an app prototype using **Java** and Android Studio
- Used a of **JavaScript**, **Python**, **HTML**, **CSS**, **AJAX**, **Node.js**, and **SQL** to make a full stack website.

RELEVANT COURSES:

Computer Graphics, Program Design, Matrix Theory, Machine Architecture, Internet programming, Computer Animation

EDUCATION

MAY 2019

BACHELOR OF SCIENCE DEGREE IN COMPUTER SCIENCE, UNIVERSITY OF MINNESOTA

GPA: 3.5. Followed a track in Computer Graphics

RELATED EXPERIENCE

FIRST ROBOTICS COMPETITION PROGRAMMER

Dec 2013 – Mar 2016

- Collaborated with a team to create robots over 2-month seasons
- Collected and analyzed data using multiple devices (e.g. gyroscopes, cameras, servos)
- Developed autonomous movement code using **LabVIEW**.

INDEPENDENT VIDEO GAME DEVELOPER

July 2017 – Present

- Developed skills in game design, procedural generation and Artificial Intelligence.
- Used a genetic algorithm to teach an AI to respond to the player's actions.
- Cooperated with a small group of individuals to develop the concept for a game

OTHER EXPERIENCE

CUSTODIAN – UNIVERSITY OF MINNESOTA | FACILITIES MANAGEMENT

Aug 2017 – Present

- Performed custodial services at a cancer research building
- Managed the disposal of biohazard, and other dangerous materials.

MATH HOMEWORK HELP CENTER LEADER

Oct 2015-May 2016

- Organized a homework help center for Algebra and Calculus students
- Set Goals for high school students
- Worked with students of multiple backgrounds
- Assisted students in both individual and group settings