

Liam Squires

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<https://studentweb.uvic.ca/~liamsquires/>

Education

University of Victoria

Sept. 2021 - Present

Bachelor of Engineering

Victoria, BC

1st year, Specialization undeclared

Expected Graduation: 2025

Technical and Core Competencies

Programming:

- Created various programs using a range programming languages (Lua, HTML/CSS, C#, JavaScript), including games, websites, computational programs, and networking. (<https://studentweb.uvic.ca/~liamsquires/#Projects>)
- Used a variety of development platforms, such as Love2D and Unity, and acquired the ability to adapt to new platforms quickly.
- Learned the C language in first year computer science course

Software:

- Leveraged Microsoft Office Suite (Word, Excel, OneNote, PowerPoint) to complete lab reports and various classes' assignments.

Problem Solving:

- Analyzing the code and output of my teammates during a game jam with a keen eye and big-picture approach, I resolved issues and merged code successfully. Specifically, we were having an issue with level-design code my team member designed, which I reworked within the same structure to integrate it with the art assets efficiently.

Personal Management:

- Taking a gap year, with personal management, I was able to improve my energy with good lifestyle habits. I was able to research and apply good practice to exercise, diet, and sleep.

Continuous Learning:

- Learned piano, painting, and engaged with various types of literature, including history, spiritual, and horror to broaden my view and round out my thinking.

Projects

3D Tic-Tac-Toe (<https://studentweb.uvic.ca/~liamsquires/#Project>)

June – July 2021

Personal software development project to learn Unity, a real-time 3D development engine.

- Learned to develop with Unity and C# using online tutorials, and produced an enjoyable game.
- Navigated massive API reference for useful functions and tools.
- Familiarized myself with good design practice inherent in Unity's high-level structure.

Multiplayer Hub (<https://studentweb.uvic.ca/~liamsquires/#Project2>)

Apr. 2021

Explored UDP networking with LuaSocket and Love2D to produce a reusable connection system for multiplayer games.

- Rigorously tested all possible situations where networking could fail to produce a seamless system that could be integrated into future projects.
- Troubleshooted outside of regular game development scope, necessitating research into port-forwarding, IP, and advanced techniques like hole-punching.
- Developed a user interface for easy application of back-end solutions.

Game Jam: Space Base 72A (<https://studentweb.uvic.ca/~liamsquires/#Project3>)

Feb. 2021

Developed a video game in a week with four friends using Love2D, a low-level 2D game engine.

- Incorporated team member's creative visions into an actionable plan by establishing expectations of project scope and good communication.
- Merged code and integrated work from teammates totalling over 20 code files and 45 original sound and art assets.
- Experienced every stage of development, from concept to design to execution to polish, and produced a complete game.

Awards

University of Victoria Excellence Scholarship

2021

Faculty of Engineering: Dean's Entrance Scholarship

2021

Certifications

Alberta GDL Driver's Licenses

2018

Activities and Interests

Music: play piano and guitar

Sports: hockey, squash, callisthenics strength training

Art, reading, and fiction

References available upon request