Liam A. Besaw

SOFTWARE DEVELOPER

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Education

Western Governors University   *Salt Lake City, UT*

B.S. in Software Development   *2016 - 2017*
- Worked with and mentored fellow students
- Moderates unofficial School of IT Slack (community of 1500+)
- Accelerated courses in degree plan in order to finish early
- Achieved 3.0 GPA

Skills

Proficient Java, JavaScript, HTML5, jQuery, PHP, MVC, Laravel, Android, SQL, Git, OOP
Familiar Elixir, CSS, Bootstrap, AJAX, REST, Databases, APIs, JSON, XML, Functional Programming
Operating Systems Linux(Ubuntu), Windows 10, Windows 7

Experience

Thorn Ford Dental Laboratory   *Bothell, WA*

Laboratory Technician   *Feb. 2003 - Current*
- Senior technician, trained in all areas of technical competence in the laboratory.
- Responsible for training new hires and cross-training fellow technicians.
- Responsible for learning and exploring new technologies.

AquarLiam / ShirakuraUSA   *Bothell, WA*

Owner/Operator   *Jan. 2009 - Dec. 2013*
- Sold and shipped thousands of orders online via e-commerce platforms and targeted community marketing
- Designed, built and maintained company websites
- Implemented third party Software as a Service platform for adding e-commerce to store sites
- Imported products and served as North American distributor for Japanese aquarium supply
- Sourced, imported and sold live fish and aquarium supply

Projects

ThoughtBubble   *http://thoughtbubble.cc*

ThoughtBubble is a social platform where users communicate via comic strip or panel instead of
through text and emoji messages. The back end is built in the PHP MVC framework Laravel, while   *Current*
the front end uses Vue.js components. It is deployed to a Digital Ocean Ubuntu drop, using Laravel
Forge. The Features include:
- Upload and share comics
- Social media integration
- Android mobile application (coming soon)

Ancient Empires   *telnet://ae.satori-assoc.com:5011*

Ancient Empires is an online Multi-User Dungeon (MUD), staffed, designed and developed by
volunteers. The codebase is written in the LPC language, which is a C variant created specifically
for the LP mudbase. Developers were responsible for coding everything from the map and room   *1998 - 2007*
descriptions to the complex guild and occupation systems. During my tenure there I had the
following responsibilities:
- Served as lead developer for multiple realms within the game
- Designed and developed popular game areas, guilds, professions and quests
- Performed content and code reviews for team members
- Refactored legacy code to meet new game engine specifications

Endorsements

Ryan Winchester

Senior Software Developer

- "Liam is an excellent programmer. He is a creative thinker who can easily come up with out-of the box solutions. I have had the pleasure to be able to mentor him and see him mentor many others. He is always striving to learn and improve and picks up new languages, frameworks, and paradigms very quickly. From object-oriented to functional programming, he is always improving, and I think it won't be long before I see him leading a team of developers."

Certifications

| 2017 | **Oracle Certified Professional**, Java SE8 Programmer |
| 2016 | **Oracle Certified Associate**, Java SE8 Programmer |