

ADAM LIANG

P. 718-710-2908

adamliangny@gmail.com

[LinkedIn](#)

[Github](#)

New York City Area

SKILLS Ruby on Rails, React, Javascript, Redux, Typescript, SQL, HTML, CSS, jQuery, Git, Jira, RSpec, Sidekiq, TDD, Unity 3D

EXPERIENCE

Software Engineer

Persado

Jan 2021 - Jan 2023

- Developed and maintained a full-stack application for 60% of current clients by using **TypeScript, React, and Ruby on Rails**.
- Optimized database performance by refactoring legacy code and utilizing PgSearch filters, resulting in over 80% reduction in load times (from 500 ms to under 100 ms).
- Maintained the codebases for two critical internal tools, minimizing errors and ensuring data integrity for user campaign data and generative AI.
- Contributed to a successful redesign of the main client product through collaboration with product, UI/UX, and data science teams. Utilized React, Highcharts, and Ant Design to create a more user-friendly and data-driven interface.
- Implemented comprehensive unit tests with Rspec, factories, and mocks to reduce regressions and confirm product functionality during feature development.

Software Engineer / Senior Technical Instructor

App Academy

Feb 2019 - April 2020

- Designed, implemented, and maintained a comprehensive **Ruby on Rails** and **React** curriculum, utilizing problem-based learning to boost student engagement and knowledge retention. Managed assets, delivered hotfixes, and created new tasks and modules to ensure a smooth learning experience.
- Managed over 200 students to develop full-stack single-page applications by providing technical and design instruction, extensive code reviews, and effective debugging techniques, leading to a significant increase in project quality.
- Developed and delivered interactive lectures about **React, Redux, Ruby on Rails, and Javascript** for classes of up to 70 students.

Software Engineer / Game Designer

The Glimpse Group

Sep 2017 - Jan 2018

- Developed immersive VR/AR applications in Unity 3D/C# to demonstrably engage potential investors. Showcased core company concepts and vision through product demos resulting in increased investment interest.
- Gathered and analyzed valuable user feedback through demos at game design communities and focus groups with students and other target audiences. Identified key areas for improvement and implemented changes resulting in a 20% increase in player engagement based on key metrics.

SELECTED PROJECTS

toobU | *React, Redux, Javascript, Ruby on Rails, PostgreSQL, AWS, Heroku*

[Github](#)

Single-page web application inspired by Youtube

- Created both front-end and back-end user authentication patterns in order to guarantee user privacy and security. Utilized React Router to ensure that users are only able to access their own channel and videos.
- Optimized data retrieval by designing and engineering efficient ActiveRecord associations. This enabled information regarding videos, channels, and users to be obtained in a single query which significantly improved page load times.
- Integrated AWS S3 Buckets to host video files and other large files so that users could upload their own videos onto toobU. User uploaded content is required to go through custom ActiveRecord validations before storage on AWS.

Tinkernote | *Unity 3D, C#*

[Live](#)

Augmented reality design and messaging mobile application

- Developed and implemented all application views and user interactions in Unity 3D while also importing models and assets from Maya.
- Assessed over 50 detailed feedback forms and implemented changes such as clarifying UI elements, implementing touch editing controls, saving and loading previous messages, ordering of the interactive gift select sequence, and preparation of the tutorial for first time users.

EDUCATION

- **BA Computer Science and BFA Game Design** - New York University, 2017 (GPA: 3.4/4)
- **Web Development** - App Academy, Fall 2018