LIAM HAYNES

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EDUCATION

University of Minnesota, College of Science and Engineering — *Minneapolis, MN*
Computer Science B.S., Physics B.S., Math Minor — May 2029
GPA: 3.7
Dean's List: Fall 2025, Spring 2026
Relevant Coursework: Algorithms & Data Structures, Machine Architecture, Functional Programming, Calculus I, II, III, and IV, Mathematical Proofs, Discrete Math, Physics I & II

SKILLS

Programming Languages: GDScript, Python, Lua, C, C#, Java, OCaml/Silver, Godot Shading Language

Tools & Engines: Github, Notion, Godot, GodotSteam, Unity, LaTeX

Audio/Visual Software: Audacity, FL Studio, Cubase, Dorico, Adobe Substance Painter, Blender
Language: Basic Conversational Proficiency in German

RESEARCH EXPERIENCE

Functional Programming Language, *CSCI 5994 - Directed Research* — Jan 2026 – Present

- Built a Turing-complete functional programming language under the supervision of a professor using the Silver attribute grammar language (from Minnesota Extensible Language Tools Group)
- Implemented evaluation, type-checking, algebraic data types, pattern matching, recursion, extensibility, and more

PROJECT EXPERIENCE

Cauldron Carnage (Video Game), *Independent Project* — May 2026 – Present

- Programmed a physics-based 3D multiplayer game in Godot, managing synchronization and networking between clients, procedural map generation, VOIP integration, and procedural animations
- Coordinated playtests with 10+ users, gathering data to iteratively and efficiently prototype gameplay loops
- Conducted market research on competing genre titles, organizing player feedback sessions

LEADERSHIP EXPERIENCE

Lemonite Games (lemonitegames.com) — *Fridley, MN*
Lead Developer, Co-Creator, *Independent Video Game Studio* — October 2023 – Present

- Designed, organized, and coordinated the development of 15+ independent video games with varying team sizes ranging from 2 to 5 people, releasing on schedule 100% of the time
- Wrote custom game logic utilizing OOP principles, composed/mixed/mastered original music, and recorded sound effects for all titles
- Coded robust and maintainable features such as character controllers (2D/3D, platformer/top-down/side-scroller), health & damage systems, music synchronization, shaders, enemy AI, pathfinding, and much more

WORK EXPERIENCE

KR Signs — *New Hope, MN*
General Laborer — June 2025 – September 2025

- Coordinated with other laborers to paint 100+ stakes consistently during shifts under strict deadlines

Osseo Schools — *Osseo, MN*
Pit Orchestra Musician — April 2026 – May 2026

- Performed flute repertoire of varying difficulties in a fast-paced theater pit environment, staying consistent during back-to-back performances over several days