

Liam M. Nance

Champaign, IL | 847-450-4852 | liamnance06@gmail.com | LinkedIn | Github | Website

Skills, Courses, and Interests

Languages/Platforms: Python | Java | C++ | JavaScript | HTML | CSS | Kotlin | SQL | TypeScript | C | Bash
Frameworks/Libraries: React | Next.js | Node | Express | AWS | Pandas | NumPy | Matplotlib | Agent skills | TensorFlow | PyTorch | OpenCV | MongoDB | Firebase | PostgreSQL | LangGraph | Android Studio | Linux | Azure
Relevant Coursework: Discrete Structures | Data Structures | Algorithms | Linear Algebra | Computer Architecture | Probability & Statistics for CS | Numerical Methods | Systems Programming | Database Systems | IBM Data Science
Interests: Tennis | Basketball | Golf | D&D | NBA Analysis | Reading | Movies | Lifting | Biking | Greek Mythology

Education

University of Illinois Urbana-Champaign, Grainger College of Engineering *Expected Graduation May 2028*
Bachelor of Science in Computer Science, Minor in Business GPA: 3.90
Extracurriculars: Association for Computing Machinery (SigAida), Euchre Club, Dev Ada, NOBE, Disruption Lab

Experience

Brunswick Corporation May 2025 – May 2026
Backend Development Intern Champaign, IL

- Engineered a computer vision pipeline using template matching, AI integration, and data analysis to extract and classify nautical symbols from PDFs, improving accuracy by 45%+ and saving \$500K+ annually.
- Built an AI boating agent utilizing LangGraph and agent skills with tool calling capabilities deployed on the cloud via Azure to be shown by Brunswick at the Consumer Electronics Show (CES).
- Developed a full-stack mobile app in Android Studio (Kotlin, Jetpack Compose) for the AI agent that integrates LLM API calls and dynamic UI components to be presented to the CEO of a \$5 billion corporation.

OpenMind AI January 2026 – May 2026
Software Development Intern Remote

- Ideated and developed a gamified approach via Godot to rewire habit loops with psychological techniques from a member of the Brown University Psychology department using the Godot game engine.
- Built and deployed a compatible React-based website incorporating the OpenAI API and custom system prompts.

URSA – Undergraduate Research in Scientific Advancement Jan 2025 – May 2025
Undergraduate Researcher Champaign, IL

- Designed a deep learning pipeline to classify vehicle types using multimodal IoT data (audio + vibration) with spectrograms and Vision Transformers (ViT).
- Built supervised vs. self-supervised pipelines using deep learning to improve model accuracy for sparse datasets.
- Achieved 20%+ accuracy improvement and 40% reduction in training epochs through self-supervised learning.

Disruption Lab Jan 2025 – May 2026
Project Manager Champaign, IL

- Conducted market research and client interviews to introduce a subscription-based model for an AI-powered patent search tool, and connected the client with \$ 20B+ enterprise partner.
- Developed a NextJS MVP that uses AI to review, compare, and store legal documents, streamlining workflows.
- Built a custom AI chatbot (model, system prompt, documents) and associated website to be used in a trading competition hosted by UIUC, IBKR, and Bridgewater.

Projects

Systems projects Jan 2026 - May 2026

- Rebuilt the command shell in C using argument parsing, file manipulation, and the fork-exec-wait pattern.
- Designed a custom file system in C with inodes, data blocks, page directories, and other common items.
- Developed a server/client TCP connection utilizing Epoll or multithreading to communicate CRUD operations.

Friendly Fingerprint Jul 2025

- Built a React-based Chrome extension to detect and summarize website Terms of Service and Privacy Policies.
- Engineered OpenAI API backend to extract, analyze, and flag potentially harmful or non-standard terms.

Ubermate Cleaning Service (NOBE) Jan 2025 – May 2025

- Created a multi-page frontend in NextJS and Tailwind CSS to connect students with local cleaners.
- Designed MongoDB schemas for user data, service requests, and cleaner profiles.

RunBuddies Sep 2022 – Dec 2022

- Built an Android social running app with Google Maps API and real-time route tracking.
- Implemented matchmaking and Firebase backend for chat and running history with 50+ active users.