

Aidan Liu

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<https://arti-dev.github.io/>

Education

University of Virginia, School of Engineering and Applied Science

Expected May 2027

BS, Major: Computer Science, GPA: 3.884

Organizations: First Year Players, Student Game Developers, Cavalier Autonomous Racing

Relevant Coursework: Data Structures and Algorithms 2, Intro to Cybersecurity

Experience & Volunteering

Operations Assistant, University of Virginia Event Management

January 2025 - present

Coordinated with University departments to provide equipment setups for events and meetings

Maintained day-to-day operations of the University's central student hub by providing customer service, renting tables to student organizations, and completing daily rounds

Official Wiki Editor, Hypixel Inc.

May 2021 - present

Collaborated with a highly selective group of volunteers to develop official documentation for the Minecraft Server that thousands of players use every day

Communicated with several users regarding feedback, issues, and bug reports with the Wiki

Projects

Lucid Nightmares 2D Platformer (Student Game Developers Club)

GDScript, Godot

Directed a novel platformer with a team of 12 members where players navigate through dream-like environments by telekinetically manipulating the world around them

Designed and implemented 15+ unique gameplay features spread across 5 challenging levels

Released the game on itch.io which received over 100 browser plays

Fill in the Wall Minecraft Game Server

Java, SpigotMC, MySQL, GitHub Actions

Programmed a remake of Hypixel's *Hole In The Wall* minigame using modern Minecraft tools and features

Automated continuous deployment of the game to a dedicated server using GitHub Actions

Marketed a gameplay trailer on YouTube that received 270 views and 20 likes within one day

SeeBoard Computer Vision Project

Python, OpenCV

Designed an on-screen keyboard controlled by hand gestures to assist users with tremor-based diseases with a team of 4 for VTHacks 12, which won Best DEI Hack sponsored by Fidelity

Developed a feature-rich backend to improve accessibility and ease of use with the UI

Honors

Virginia Science Olympiad

2022-2023

Regional Competition: 5th (Gravity Vehicle 2022), 2nd (Trajectory 2022), 1st (Trajectory 2023)

State Competition: 5th (Ping Pong Parachute 2022), 2nd (Trajectory 2022), 1st (Flight 2023)

International Collegiate Programming Competition

2023-2024

Regional Competition: 2nd (2024), 10th out of 93 teams (2023)

Skills

Programming Languages: Python, Java, HTML/CSS, GDScript

Programming Tools/Technologies: IntelliJ IDEA, WSL, Debian Linux, Windows, SQL, GitHub Actions