Aining Li

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EDUCATION

Northwestern University | Evanston, Illinois   Expected **Mar 2025**

BA in **Computer Science** | Minor in Business Institutions | **GPA: 3.9/4.0**

Courses: Computer Systems, Operating Systems, Data Structures and Algorithms, Software Architecture, Databases, Computer Networks, Machine Learning, Game Design and Development, Data Privacy

EXPERIENCE

Software Engineering Fellow   Jul 2024 - Present

Headstarter   Remote

- Built 5+ AI apps and APIs using **NextJS**, **OpenAI**, **Pinecone**, and **StripeAPI**, reaching 100+ users.
- Led 3+ engineering fellows on projects from design to deployment leveraging MVC design patterns.
- Coached by Amazon, Bloomberg and Capital One engineers on Agile, CI/CD, Git and microservice patterns.

Game Developer Intern   Jun 2023 - Sep 2023

Xingqiwan Technology Co., Ltd   Chengdu, China

- Gained proficiency in **C#** and **Unity**, earning the Unity Junior Programmer certificate.
- Created a top-down shooting game where the player uses various guns to defeat waves of chasing enemies.
- Enhanced UI elements for a Disney role-playing game, gaining experience in large-scale game development.

Peer Mentor for CS150 Python Course   Mar 2023 - Dec 2023

Northwestern University   Evanston, IL

- Tutored 100+ students during the weekly 6-hour office hours for a **Python** course to communicate technical concepts, guide peers in problem-solving, debug, and foster a collaborative environment.

PROJECTS

Assignment Submission Command-Line Tool   May 2024

- Developed a command-line tool for managing assignment submissions, featuring functionalities like student/teacher creation, assignment management with submission time evaluation, PDF submission and download, grading, and viewing grade distributions with a leaderboard.
- Utilized serverless architecture and **AWS** services, including **S3**, **RDS** (**MySQL**), and **API** Gateway.
- Built the client and server in **Python**, ensuring robust error handling and user input validation.

Pocket Cats | Northwestern University WildHacks 2024, Major League Hacking   Apr 2024

- Brainstormed and collaborated on a gamified expense tracking webpage in a 48-hour hackathon to encourage users to follow the 50:0:20 savings rule through virtual cat care.
- Led the creation of the frontend using **React, TypeScript, CSS,** and **HTML**, ensuring an engaging user experience.
- Presented to judges and received positive feedback, winning "[MLH] Best Use of Kintone" out of 43 projects.

Safe Space 2D Sandbox Game   Jan 2024 - Mar 2024

- Led a team to create a 2D pixel art sandbox game using **C#** and **Unity**, where players collect resources, build and upgrade tools, and battle monsters to build a ship and escape a dangerous planet.
- Implemented key game features including an intuitive hotkey bar, inventory system, item interactions, and integrated music and sound effects to enhance player experience.
- Managed the project with **Git** and **Trello**, ensuring effective collaboration and workflow.
- Conducted weekly playtesting with 20+ users, refining mechanics based on feedback.
- Launched on itch.io, receiving positive feedback and 20+ plays in the first week.

BusTub Database Project   Jan 2024 - Mar 2024

- Developed features for a relational database in **C++**: thread-safe LRU-K replacer and disk-supported hash index.

SKILLS

Languages: Proficient in Python, C#; Intermediate in C, C++, SQL, JavaScript, HTML, CSS

Technologies: Git, Unity, AWS, NodeJS, ExpressJS, ReactJS, Shell, Linux, Markdown, OOP, Figma, Firebase, MongoDB, Rest API

Certifications: Unity Essentials Pathway and Unity Junior Programmer by Unity Technologies