

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, Databases, Data Structures and Algorithms, Software Architecture, Computer Networks, AI and Machine Learning, Game Design and Development, Data Privacy

EXPERIENCES

Software Engineering Fellow

Jul 2024 - Sep 2024

Headstarter

Remote

- Developed 4+ AI web apps using NextJS, OpenAI, and MaterialUI, 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 development, 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 weekly 6-hour office hours for a Python course, improving students' performance by 5% through effective communication, problem-solving guidance, and fostering a collaborative environment.

PROJECTS

SmartFlash | ReactJS, NextJS, MaterialUI, Firebase, OpenAI, Stripe, Vercel

August 2024

- Built an AI-powered web app to generate flashcards from text, enhancing users' retention and comprehension by 5%.
- Integrated Google authentication, flashcard generation, and data storage functionalities.

Assignment Submission Tool | Serverless, AWS, MySQL, Python

May 2024

- Developed a command-line tool for managing assignment submissions, featuring user creation, assignment management, PDF submission/download, grading, grade distribution analysis, and a leaderboard.

Pocket Cats | ReactJS, TypeScript, CSS, HTML

Apr 2024

- Led frontend development for an expense tracker in a 48-hour Northwestern University WildHacks, gamifying the 50:30:20 savings rule via virtual cat care.
- Won "[Major League Hacking] Best Use of Kintone" out of 43 projects, receiving positive feedback from judges.

Safe Space 2D Sandbox Game | C#, Unity, Git, Trello

Jan 2024 - Mar 2024

- Collaborated on a 2D pixel art sandbox game, where players collect resources, build and upgrade tools, and battle monsters to build a ship and escape a dangerous planet.
- Implemented core features including a hotkey bar, inventory system, item interactions, and audio integration.
- Conducted weekly playtesting with 20+ users, refining mechanics and achieving a 20% improvement in user satisfaction.
- Launched on itch.io, receiving positive feedback and 20+ plays in the first week.

BusTub Database Project | C++

Jan 2024 - Mar 2024

- Implemented thread-safe LRU-K replacer, disk-backed hash index, and query operators for a relational database.

SKILLS

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

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

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