

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, Minor: Data Science, GPA: 3.884

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

Relevant Coursework: Data Structures and Algorithms 2, Intro to Cybersecurity, Computer Systems and Organization 2, Software Development Essentials, Defense Against the Dark Arts

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 operations of the University's student hub by providing customer service and renting tables to student organizations.

Official Wiki Editor, Hypixel Inc.

May 2021 – June 2025

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

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 and 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, and 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.

Honors and Certifications

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)

First Tee Greater Washington, DC

Jonathan Wildes Memorial Scholarship for \$2,500

2023

Tripoli Rocketry Association

Level 1 High Power Certification

2024

Skills

Programming Languages/Tools: Python, Java, HTML/CSS, GDScript, IntelliJ IDEA, WSL, GitHub Actions, SQL

Languages: English, Chinese (Intermediate)