

Aidan Liu

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Education

University of Virginia, School of Engineering and Applied Science	<i>Expected May 2027</i>
BS, Major: Computer Science, Minor: Data Science, GPA: 3.906, Major/CS GPA: 4.0	
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 Engineering, Defense Against the Dark Arts	

Experience & Volunteering

Motion Planning Software Engineer , Cavalier Autonomous Racing	<i>May 2025 – present</i>
<ul style="list-style-type: none">Joined the highly selective team following its 2024 Indy Autonomous Challenge victoryCollaborated with the team to develop <i>cavsim</i>, an environment to research, test, and evaluate planning algorithms for our autonomous racecar, accelerating iteration cycles and reducing real-world testing risk.Traveled to Laguna Seca to support on-site testing at the Indy Autonomous Challenge in Summer 2025.	
Event Staff Student Manager , University of Virginia Event Management	<i>January 2025 - present</i>
<ul style="list-style-type: none">Leading student staff and coordinating event logistics to support thousands of campus events each year.Facilitating day-to-day operations of the University's student hub through clear communication, problem-solving, and peer support.	

Projects

Director of Lucid Nightmares 2D Platformer (Student Game Developers Club)	<i>GDScript, Godot</i>
Developed 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.	
Carpool Buddy Rideshare Platform for University Organizations	<i>Django, Python, Heroku</i>
Built a full-stack web application designed for university clubs to organize rideshares for events, including user profiles, messaging, and moderation tools. Served as the go-to development lead for a five-person team to debug complex issues, resolve Git merge conflicts, and support development and deployment using Django and Heroku.	
Fill in the Wall Minecraft Game Server	<i>Java, SpigotMC, MySQL, GitHub Actions</i>
Developed a Java multiplayer game plugin using object-oriented architecture and event-driven design, 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.	

Honors and Certifications

International Collegiate Programming Competition, Regional Competition	<i>2023-2025</i>
Consistent top 10 placements out of ~90 teams across three years in team algorithmic programming competitions.	
Virginia Science Olympiad, State Competition	<i>2022-2023</i>
Multiple top 5 placements including 1 st place in Flight in 2023.	
First Tee Greater Washington, DC: Jonathan Wildes Memorial Scholarship for \$2,500	<i>2023</i>
Tripoli Rocketry Association: Level 1 High Power Certification	<i>2024</i>

Skills

Programming Languages/Tools: Python, Java, HTML/CSS, GDScript, IntelliJ, WSL, GitHub Actions, SQL, C++
Languages: English, Chinese (Intermediate)