Aidan Liu

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Education

University of Virginia, School of Engineering and Applied Science *Expected May 2027*
BS, Major: Computer Science, GPA: 3.965
Organizations: First Year Players, Student Game Developers, Association for Computing Machinery, Rocketry
Relevant Coursework: Data Structures and Algorithms 2, Computer Systems and Organization 1

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 under Hypixel management
- Crafted and refined hundreds of pages (using MediaWiki software) that thousands of players use everyday
- Communicated with several players regarding feedback, issues, and bug reports with the Wiki

Assistant Coach, First Tee Greater Washington, DC *June 2021 - September 2022*
- Taught basic golf skills to groups of 10-15 students on a weekly basis
- Facilitated general workings of the class, which culminated in a full session on the golf course

Projects

***Lucid Nightmares* 2D Platformer (Student Game Developers Club)** *GDScript, Godot*
- Directed a novel platformer with a team of 20 members where players navigate through dream-like environments by telekinetically manipulating the world around them – expected to release in April 2025
- Designed and implemented flexible code systems for telekinesis, camera presentation, and world elements
- Crafted extensive documentation to quickly onboard programmers and level designers onto our project

***Fill in the Wall* Minecraft Game Server** *Java, SpigotMC, MySQL*
- Programmed a remake of Hypixel's *Hole In The Wall* minigame using modern Minecraft tools and features
- Applied calculus and physics concepts to generate creative visual effects and chaotic gameplay gimmicks
- Implemented a basic leaderboard system using MySQL and a Java SQL Connector
- Marketed a gameplay trailer on YouTube that received 270 views and 20 positive reactions 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