# Aidan Liu

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## 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

## 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: 5$^{th}$ (Gravity Vehicle 2022), 2$^{nd}$ (Trajectory 2022), 1$^{st}$ (Trajectory 2023)
State Competition: 5$^{th}$ (Ping Pong Parachute 2022), 2$^{nd}$ (Trajectory 2022), 1$^{st}$ (Flight 2023)

**International Collegiate Programming Competition**     *2023-2024*
Regional Competition: 2$^{nd}$ (2024), 10$^{th}$ 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)