

# 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, 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

**Official Wiki Editor**, Hypixel Inc.

*May 2021 - present*

- Coordinated 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

**Event Staff**, ROBOHackIT 2022

*May 2022 - December 2022*

- Assisted in smoothly organizing a hackathon with a total of 250+ participants worldwide and \$70k in prizes
- Handled guest presentations throughout the event, including presentations from Shawn Wang and Dr. Mihai Boicu from George Mason University

## Projects

**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

**Ricochet 2D Platformer (Student Game Developers Club)**

*GDScript, Godot*

- Developed a novel platformer with a team of 4 where players propel themselves up a mountain and defeat enemies using ranged weapons
- Implemented player physics, checkpoint logic, and designed the final level and boss

**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: 5<sup>th</sup> (Gravity Vehicle 2022), 2<sup>nd</sup> (Trajectory 2022), 5<sup>th</sup> (It's About Time 2023), 1<sup>st</sup> (Trajectory 2023)
- State Competition: 5<sup>th</sup> (Ping Pong Parachute 2022), 2<sup>nd</sup> (Trajectory 2022), 1<sup>st</sup> (Flight 2023)

**International Collegiate Programming Competition**

*2023-2024*

- Regional Competition: 2<sup>nd</sup> (2024), 10<sup>th</sup> out of 93 teams (2023)

## Skills

**Programming Languages:** Python, Java, HTML/CSS

**Programming Tools/Technologies:** IntelliJ IDEA, WSL, Debian Linux, Windows, SQL