

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: 3.906, 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

May 2025 – present

- Joined the highly selective team following its **2024 Indy Autonomous Challenge victory**
- Collaborated with the team to develop *cavsim*, 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

January 2025 - present

- 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)

GDScript, Godot

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

Django, Python, Heroku

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

Java, SpigotMC, MySQL, GitHub Actions

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

2023-2025

Consistent top 10 placements out of ~90 teams across three years in team algorithmic programming competitions.

Virginia Science Olympiad, State Competition

2022-2023

Multiple top 5 placements including 1st place in Flight in 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, WSL, GitHub Actions, SQL, C++

Languages: English, Chinese (Intermediate)