

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, Intro to Cybersecurity

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