

Li Fan

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EDUCATION

Georgia Institute of Technology (GT), Atlanta, GA

Expected May 2026

Bachelor of Science in Computer Science, specializing in Human-Computer Interaction

Minor in Psychology

GPA: 3.90

Relevant Coursework: Data Structures and Algorithms, Intro to UI Design, Computer Organization and Programming, Intro to Info Visualization, Computer Graphics, Video Game Design, Educational Technology

EXPERIENCE

Teaching Assistant

January 2026 – Present

CS 4660 (Educational Technology) – Georgia Tech

- Assisted professor with conducting in-class activities, improving student engagement and participation with course content
- Graded assignments and provided feedback to students, ensuring fairness and accuracy

Graphics Team Lead

January 2025 – Present

Gaming for Electric Power Grids – Georgia Tech

- Worked with 10+ fellow student leaders to coordinate and lead the game development process for a team of over 30 student developers
- Communicated with team advisors and playtesters to conduct playtesting and incorporate feedback, adding new quality-of-life features to the game to improve user experience

Public Relations Officer

November 2024 – December 2025

VGDev – Georgia Tech

- Managed and updated social media profiles to maintain a professional presence for Georgia Tech's premier game development club
- Coordinated arcade activities for WreckCon, a student-run convention with over 1,000 attendees
- Marketed and planned professional events such as game jams and workshops, attracting attendees from multiple college campuses across Georgia

PROJECTS

Current Crisis | Power Grid Simulation Game

January 2024 – Present

Graphics Team Member, Graphics Team Student Lead

- Utilized agile methodologies alongside a team of over 30 student developers
- Designed graphics and VFX in Unity to create a visually appealing player experience
- Assisted with the creation of promotional graphics for the project's exhibit in the Dataseum, an on-campus interactive data exhibit with over 175 visitors

Accessibility Game | Visual Novel Prototype

August 2025 – December 2025

- Developed a high-fidelity visual novel prototype in Figma alongside a group of 5 other students to teach student developers web accessibility principles
- Conducted user interviews with student developers, determining pain points with current solutions
- Incorporated user and instructor feedback, adding features to better support outlined learning objectives

SKILLS

Programming: Python, Java, R, HTML, CSS, JavaScript, C#

Software: Visual Studio Code, IntelliJ IDEA, Git/GitHub, Unity, Figma, Microsoft Office