

# Li Fan

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## EDUCATION

<b>Georgia Institute of Technology (GT), Atlanta, GA</b> <i>Bachelor of Science in Computer Science, specializing in Human-Computer Interaction</i> <i>Minor in Psychology</i> GPA: 3.90	Expected May 2026
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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

<b>Teaching Assistant</b> CS 4660 (Educational Technology) – Georgia Tech	January 2026 – Present
<ul style="list-style-type: none"><li>Assisted professor with conducting in-class activities, improving student engagement and participation with course content</li><li>Graded assignments and provided feedback to students, ensuring fairness and accuracy</li></ul>	
<b>Graphics Team Lead</b> Gaming for Electric Power Grids – Georgia Tech	January 2025 – Present
<ul style="list-style-type: none"><li>Worked with 10+ fellow student leaders to coordinate and lead the game development process for a team of over 30 student developers</li><li>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</li></ul>	

<b>Public Relations Officer</b> VGDev – Georgia Tech	November 2024 – December 2025
<ul style="list-style-type: none"><li>Managed and updated social media profiles to maintain a professional presence for Georgia Tech's premier game development club</li><li>Coordinated arcade activities for WreckCon, a student-run convention with over 1,000 attendees</li><li>Marketed and planned professional events such as game jams and workshops, attracting attendees from multiple college campuses across Georgia</li></ul>	

## PROJECTS

<b>Current Crisis   Power Grid Simulation Game</b> <i>Graphics Team Member, Graphics Team Student Lead</i>	January 2024 – Present
<ul style="list-style-type: none"><li>Utilized agile methodologies alongside a team of over 30 student developers</li><li>Designed graphics and VFX in Unity to create a visually appealing player experience</li><li>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</li></ul>	
<b>Accessibility Game   Visual Novel Prototype</b>	August 2025 – December 2025

<ul style="list-style-type: none"><li>Developed a high-fidelity visual novel prototype in Figma alongside a group of 5 other students to teach student developers web accessibility principles</li><li>Conducted user interviews with student developers, determining pain points with current solutions</li><li>Incorporated user and instructor feedback, adding features to better support outlined learning objectives</li></ul>	
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## SKILLS

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

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