

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 People and Media

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

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

VGDimensions | Multiplayer Deckbuilding PvP Game

August 2025 – Present

Art Sublead

- Developed visual guidelines for artists, streamlining the production process of in-game assets and enforcing a consistent style
- Implemented task management structure and coordinated meetings to ensure timely completion of assets
- Collaborated with fellow developers to organize playtesting events and gather player feedback

LEADERSHIP EXPERIENCE

Student Leader/Student Assistant

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

Esports Coordinator

August 2024 – Present

GT Esports – Georgia Tech

- Organized and coordinated monthly meetups with over 20 attendees
- Planned major campus events sponsored by contractors from game companies such as Hoyoverse

SKILLS

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

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