

Li Fan

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EDUCATION

Georgia Institute of Technology (GT), Atlanta, GA <i>Bachelor of Science in Computer Science, specializing in People and Media</i> <i>Minor in Psychology</i> GPA: 3.90	Expected May 2026
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 <i>Graphics Team Member, Graphics Team Student Lead</i>	January 2024 – Present
<ul style="list-style-type: none">Utilized agile methodologies alongside a team of over 30 student developersDesigned graphics and VFX in Unity to create a visually appealing player experienceAssisted with the creation of promotional graphics for the project's exhibit in the Dataseum, an on-campus interactive data exhibit	August 2025 – Present

LEADERSHIP EXPERIENCE

Student Leader/Student Assistant Gaming for Electric Power Grids – Georgia Tech	January 2025 – Present
<ul style="list-style-type: none">Worked with 10+ fellow student leaders to coordinate and lead the game development process for a team of over 30 student developersCommunicated with team advisors and playtesters to conduct playtesting and incorporate feedback, adding new quality-of-life features to the game to improve user experience	November 2024 – December 2025
Public Relations Officer VGDev – Georgia Tech	
<ul style="list-style-type: none">Managed and updated social media profiles to maintain a professional presence for Georgia Tech's premier game development clubCoordinated arcade activities for WreckCon, a student-run convention with over 1,000 attendeesMarketed and planned professional events such as game jams and workshops, attracting attendees from multiple college campuses across Georgia	August 2024 – Present

SKILLS

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

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