

LI FAN

770-568-2506 | li.fan9005@gmail.com | li-fan.me

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science, Minor in Psychology

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

EXPERIENCE

Teaching Assistant

Jan 2026 – Present

CS 4660 (Educational Technology) – Georgia Tech

Atlanta, GA

- Supported 100+ students in project-based educational technology design courseworks
- Graded design assignments and provided individualized feedback to students, ensuring fairness and accuracy
- Facilitated in-class design activities and guided student feedback sessions

Graphics Team Lead

Jan 2025 – Present

Current Crisis (VIP Program) – Georgia Tech

Atlanta, GA

- Led UI/graphics direction for a 30+ person interdisciplinary game development team
- Organized and facilitated playtesting sessions with users, synthesized feedback, and iterated on interface designs to improve usability and satisfaction
- Collaborated with advisors to align design direction with project goals and user needs

Public Relations Officer

Nov 2024 – Dec 2025

VGDev – Georgia Tech

Atlanta, GA

- Managed social media presence and promotional content for Georgia Tech's premier game development club, reaching 1,000+ students
- Coordinated arcade activities for WreckCon, a student-run convention with 1,000+ attendees
- Designed and marketed professional events (game jams, workshops), attracting hundreds of participants from multiple Georgia campuses

PROJECTS

Current Crisis | Graphics Team Lead

Jan 2024 – Present

- Collaborated with developers, designers, and advisors to prioritize quality-of-life improvements based on observed usability issues
- Designed and implemented interface elements and VFX in Figma and Unity to improve usability and visual clarity
- Designed promotional and exhibit visuals for Dataseum showcase (175+ visitors), improving product presentation and engagement

VGDimensions | Art Team Lead

Aug 2025 – Dec 2025

- Developed visual guidelines for artists, streamlining the production process of in-game assets
- Implemented structured task management system to improve production efficiency and accountability
- Organized playtesting events and synthesized player feedback into actionable UI/UX improvements
- Facilitated cross-team collaboration between artists and developers to ensure design feasibility

Accessibility Game | Team Member

Aug 2025 – Dec 2025

- Conducted semi-structured user interviews with student developers to identify accessibility knowledge gaps
- Synthesized findings into user needs, learning objectives, and core interaction requirements
- Designed a high-fidelity interactive prototype in Figma focused on teaching web accessibility (WCAG) principles
- Iterated on flows and visual hierarchy based on instructor critique and usability feedback

TECHNICAL SKILLS

Design & Research: Figma, Prototyping, Wireframing, User Interviews, Usability Testing, Visual Design, Accessibility Principles, Interaction Design

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

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