Aining Li

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EDUCATION

Northwestern University | Overall GPA: 3.88/4.00   **Expected Mar 2025**
Bachelor of Arts in Computer Science, Minor in Business Institutions   *Evanston, Illinois*
Relevant Courses: Computer Systems, Operating Systems, Databases, Data Structures and Algorithms, Software Architecture, Computer Networks, AI and Machine Learning, Game Development, Agile Development, Software Quality Engineering

SKILLS

Languages: Python, C++, SQL, JavaScript, HTML, CSS
Technologies: AWS, NodeJS, ExpressJS, MongoDB, REST APIs, Git, Linux/Unix Command-Line, Firebase, OOP, ReactJS, Unity
Certifications: Unity Essentials Pathway and Unity Junior Programmer by Unity Technologies

EXPERIENCES

Headstarter   **Jul 2024 - Sep 2024**
Software Engineering Fellow   *Remote*
- Developed 4+ AI web apps using NextJS, OpenAI, and MaterialUI, reaching 20+ users.
- Led teams of 3+ engineering fellows, guiding projects from conceptualization to production using MVC design patterns.
- Attended workshops with Amazon, Bloomberg, and Capital One engineers on Agile, CI/CD, Git, and microservices.
- Expanded skills in MongoDB, JavaScript, and React through MIT web lab courses.

Xingqiwan Technology Co., Ltd   **Jun 2023 - Sep 2023**
Game Developer Intern   *Chengdu, China*
- Created a dynamic top-down shooter game, featuring diverse weaponry and progressive enemy AI, showcasing proficiency in game mechanics and player engagement.
- Rebuilt the 2D puzzle game Isoland2's core framework with original assets: inventory, dialogues, and item interactions.
- Enhanced UI for a Disney RPG, gaining valuable experience in professional game development studio environments.
- Gained Unity Junior Programmer certificate, strengthening C# and Unity skills.

Northwestern University   **Mar 2023 - Dec 2023**
Peer Mentor for CS150 Python Course   *Evanston, IL*
- Tutored 100+ students in Python programming through weekly 6-hour office hours, improving students performance by 5% through personalized instruction, strategic problem-solving, and cultivation of a collaborative learning environment.

PROJECTS

SmartFlash | Fullstack Web Developer | ReactJS, NextJS, MaterialUI, Firebase, OpenAI, Vercel   **Aug 2024**
- Built an AI-powered web app to generate flashcards from text, enhancing users' retention and comprehension.
- Integrated Google authentication, flashcard generation, and data storage functionalities.

Assignment Submission Tool | Backend Developer | Serverless, AWS, MySQL, Python   **May 2024**
- Developed a command-line tool for managing assignment submissions, featuring user creation, assignment management, PDF submission/download, grading, grade distribution analysis, and a leaderboard.

Safe Space 2D Sandbox Game | Game Developer | C#, Unity, Git, Trello   **Jan 2024 - Mar 2024**
- Collaborated on a 2D pixel art sandbox game, where players collect resources, build and upgrade tools, and battle monsters to build a ship and escape a dangerous planet.
- Implemented core features including a hotkey bar, inventory system, item interactions, and audio integration.
- Conducted weekly playtesting with 20+ users, refining mechanics and achieving a 20% improvement in user satisfaction.
- Launched on itch.io, receiving positive feedback and 20+ plays in the first week.

BusTub Database Management System | Backend Developer | C++   **Jan 2024 - Mar 2024**
- Developed a buffer pool manager with thread-safe LRU-K eviction algorithm for BusTub RDBMS.
- Implemented a disk-backed hash index based on the extendible hashing scheme for efficient data retrieval.
- Created volcano-style query executors, including access methods, hash join, and aggregation operations.