

Stuart Lin

Math & CS Student / Game Developer / ML & HCI Researcher

Atlanta, GA

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Education

Emory University

Atlanta, GA

BS in Computer Science & Mathematics

Aug 2022 – May 2026

MS in Computer Science

Aug 2025 – May 2027

Relevant Coursework: Algorithms, AI, ML, Data Mining, HCI, Game Design

Research & Projects

MS Thesis: Mouse Movement Disentanglement Learning

2025 – Present

Advisor: Dr. Davide Fossati

- DisMouse-inspired disentangled VAE to separate user, task, and noise information
- Exploring utility of results in fields such as videogame coaching, cognitive research, etc..

League of Legends Outcome Classifier

Spring 2025

Python, Scikit-learn, Kaggle Dataset

- Built classifier achieving 80%+ accuracy predicting match results from player & game stats.
- Engineered features on champion mastery and itemization.

Indie Roguelite Prototype

Spring 2025

C++ & SDL3

- Implemented entity component system architecture with custom audio and hitbox systems.
- Designed narrative with moral dilemmas and multiple endings.

Anime Recommendation System

Spring 2025

Python, Flask, Pandas

- Developed recommendation model for anime ratings based on multiple models and ensemble learning.
- Built web interface for manual rating + suggestions.

Experience

AI data lab, Emory University

Spring 2025

Atlanta, GA

- Performed online data scraping and sentiment analysis on real world problems such as public transportation.

Backend Intern, Global Infotech at Bank of Shanghai
Shanghai, China

Summer 2024

- Developed and debugged core functionalities using MySQL8 and java.

Awards

Best Insight Award, Emory ASA DataFest 2025

Emory University

- Recognized by the Department of Quantitative Theory & Methods for delivering the most insightful analysis

Leadership

Coach & Coordinator & Player, Emory League of Legends Team

2022 – Present

- Coordinated training, strategy, and competitive analysis for university esports.

Technical Skills

Programming: C++, Python, Java, SQL, JavaScript

ML/AI: Scikit-learn, Pandas, NumPy, TensorFlow (basic)

Game Dev: SDL3, ECS Architecture, Unity

Tools: Git, LaTeX, Figma

Physical Computing: Arduino, Laser Cutting, 3D Printing, CAD