William Lu

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Education

University of Illinois Urbana-Champaign (UIUC)	Sep 2024 - Expected Dec 2026
B.S. in Mathematics & Computer Science	GPA: 4.0/4.0
University of Wisconsin Madison	Sep 2023 - May 2024
B.S. in Computer Science (Transferred to UIUC in Sep 2024)	GPA: 4.0/4.0

Relevant Course: Probability & Statistics for Computer Science (In Progress), Algorithm Design & Computation Models, Computer Systems Engineering, Data Structures, etc.

Projects

Tiny-Chat — Virtual
Programmer & Assistant — Aug 2025 – Present
- Coded for a multi-agent conversational environment framework, which allows large language models to simulate social interactions such as negotiation, persuasion, and collaboration.
- Implemented data loading and random sampling of agent profiles from databases (Local/HuggingFace datasets), and be able to save conversation to JSON file.

Unix-like Kernel — Virtual
Programmer & designer — may 2025 – Aug 2025
- Built a Unix-like kernel from scratch using RISC-V and C in a 3-person team, implementing multitasking, file system, virtual memory, etc.
- Deployed a 2-way associative cache, enabled process management and cross-process communication via a pipe. Wrote drivers for different devices such as block device and entropy device.

Minerva Game Studio — Madison, WI
Game Programmer — Sep 2023 – Mar 2025
- Developed a stand-alone rogue-like game using Unity Engine called Library of Meialia. Its demo is on Steam.
- Designed and implemented character abilities, and helped language localization to enhance gameplay and accessibility.

Cathaypath Institute of Science Research — Virtual
Research Group Leader — Apr 2021 – Aug 2021
- Compared various Deep Learning models for mental health status prediction by analyzing social media posts (from kaggle dataset).
- Led a student research group of 4 and co-authored an IEEE-published paper on Deep Learning's capacity in mental health care.

Leadership

Association for Computing Machinery: SIGPwny — Champaign, IL
Active Member — Sep 2024 – Mar 2025
- Practicing Cybersecurity and Hacking skills in a Special Interest Group that focuses on information security under ACM at UIUC.
- Competed in "Catch the Flag" event in a team of 2, applying cybersecurity skills such as git, pwn, cryptography, etc. Take the 9th place in the beginner group and 18th place overall out of 135 teams.

Eduphoria EdTech Co. Ltd. — Madison, WI
General Assistant — Sep 2023 – May 2024
- Organized events such as info sessions and ted talks in Madison campus for newly founded Chinese Company focusing on international education.
- Edited videos using CapCut and collected data of colleges in order to expand influence and provide better service.

Skills

Languages: Mandarin (Native), English (Fluent), Japanese (Functional)
Technical: C/C++, Python , Java, C#, Git, Unity, LaTeX, PyTorch, Html, Javascript, CSS