

# William Lu

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## Education

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### University of Illinois Urbana-Champaign (UIUC)

B.S. in Mathematics & Computer Science

### University of Wisconsin Madison

B.S. in Computer Science (Transferred to UIUC in Sep 2024)

Sep 2024 - Expected Dec 2026

GPA: 4.0/4.0

Sep 2023 - May 2024

GPA: 4.0/4.0

**Relevant Course:** Machine Learning, Applied Parallel Programming, Algorithm Design & Computation Models, Computer Systems Engineering, Data Structures, etc.

## Projects

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### Job Application Management Web App

Backend Engineer

Champaign, IL

Sep 2025 – Dec 2025

- Developed a full-stack web application in a team that helps users track job applications.
- Built RESTful APIs in Django with well-structured data models and serializers to support scalable CRUD operations across multiple resources.
- Modeled relational database schemas using SQLite, enforcing data integrity through foreign keys and constraints.

### Tiny-Chat

Programmer & Assistant

Virtual

Aug 2025 – Sep 2025

- 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

Programmer & designer

Virtual

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

Game Programmer

Madison, WI

Sep 2023 – Mar 2025

- Developed a stand-alone rogue-like game using Unity Engine called Library of Mealia. Its demo is on Steam.
- Designed and implemented character abilities, and helped language localization to enhance gameplay and accessibility.

## Leadership

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### Association for Computing Machinery: SIGPwny

Active Member

Champaign, IL

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.

General Assistant

Madison, WI

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

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**Languages:** Mandarin (Native), English (Fluent), Japanese (Functional)

**Technical:** C/C++, Python , Java, C#, Git, Unity, LaTeX, PyTorch, Html, Javascript, CSS