# William Lu

832-682-6054    chenjingkun65@gmail.com    linkedin.com/in/william-lu-0x57-0x4c    william-f-12.github.io

## Education

**University of Illinois Urbana-Champaign (UIUC)**                                      May 2027
B.S. in Mathematics & Computer Science     GPA: 4.0/4.0
**University of Wisconsin Madison**                                      May 2024
B.S. in Computer Science (Transferred)     GPA: 4.0/4.0

## Projects

**Tiny-Chat**                                      Virtual
Programmer & Assistant                                      August 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.

**Personal Website Development**                                      Virtual
Independent Developer                                      August 2024 – Present
- Designed and built a personal website from scratch using HTML, CSS, and JavaScript.
- Deployed the site via GitHub Pages to demostrate academic background, projects, and resume in a responsive, user-friendly portfolio format: `william-f-12.github.io`.

**Minerva Game Studio**                                      Madison, WI
Game Programmer                                      September 2023 – March 2025
- Coded for a student-run studio to develop a stand-alone roguelike game using Unity Engine: `https://store.steampowered.com/app/3102950/Library_of_Meialia/`
- Designed and built skills (ability of game characters) and assisted implementing language localization to enhance gameplay and improve player adaptability.

**Cathaypath Institute of Science Research**                                      Virtual
Research Group Leader                                      April 2021 – August 2021
- Compared various Deep Learning models' ability in detecting one's mental health by analyzing social media posts.
- Led a student research group of 4 and co-published a paper on IEEE as a primary writer on Deep Learning's capacity in supporting people's mental health care: `doi.org/10.1109/CompAuto54408.2021.00011`.

## Leadership

**Association for Computing Machinery: SIGPwny**                                      Champaign, IL
Active Member                                      September 2024 – March 2025
- Practicing Cybersecurity and Hacking skills in a Special Interest Group that focuses on information security under the Association for Computing Machinery at UIUC.
- Cooperate with teammates in competing the Catch The Flag competitions using cybersecurity knowledge such as git, pwn, cryptography, etc.

**Eduphoria EdTech Co. Ltd.**                                      Madison, WI
General Assistant                                      September 2023 – May 2024
- Organized events such as info sessions and ted talks in Madison campus for newly founded Chinese Company focusing on international education: `https://edu-phoria.com/`.
- Edited videos using CapCut for the Marketing Department, and collected data for the IT department in order to expand influence and provide better service for students.

**National High School Game Academy**                                      Pittsburgh, PA
Game Programmer                                      June 2022 – August 2022
- Applied various disciplines of game design such as narrative, sound, art, and coding to make video games, which visualized the possibilities of Human Computer Interaction with Virtual Reality (VR) in the video game industry.
- Created 2 video games in teams: a remake of the classic arcade game Centipede and VR Archery game using Unity Engine and HTC VIVE pro 2 (headset).

**Game Design Club**                                      Wheaton, IL
Founder & Leader                                      September 2021 – June 2023

- Established a student club that focused on creating stand-alone computer video games, and hosted weekly meeting in which taught Python, C#, and Unity to members.
- Created a 2D Maze Game, 2D Platformer Game (like Mario), and developed a 3D game demo that utilized OpenAI API in non-player characters (NPC) to explore AI's capabilities to make NPCs more realistic and make the game more immersive.

## Relevant Courseworks

- Algorithm Design & Computation Models (CS 374): Algorithm paradigms (divide-and-conquer, DP, greedy, graph) and theory of computation (automata, Turing machines, NP-completeness).
- Computer Systems Engineering (ECE 391): Risc V, synchronization, interrupts, multitasking, and virtual memory through team projects. Build a simple Unix-like kernel.
- Data Structures (CS 225): Implemented fundamental data structures and algorithms; analyzed complexity and applied graph/tree search.

## Skills

**Languages:** Mandarin (Native), English (Fluent), Japanese (Functional)
**Technical:** C++, C, Java, Python, Unity, Unreal, Git, TensorFlow, LaTeX