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

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.

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: `https://store.steampowered.com/app/3102950/Library_of_Meialia/`
- 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 – August 2021

- Compared various Deep Learning models for mental health detection by analyzing social media posts.
- Led a student research group of 4 and co-authored an IEEE-published paper on Deep Learning's capacity in mental health care: `doi.org/10.1109/CompAuto54408.2021.00011`.

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, applying cybersecurity skills such as git, pwn, cryptography, etc.

National High School Game Academy — Pittsburgh, PA
Game Programmer — Jun 2022 – Aug 2022

- Applied various disciplines of game design such as narrative, sound, art, and coding to make video games.
- Explored Human Computer Interaction with Virtual Reality(VR) to make video games more immersive.
- 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 — Sep 2021 – Jun 2023

- Established a student club that focused on creating stand-alone computer video games.
- Hosted weekly meetings to teach Python, C#, and Unity to members.
- Created a 2D Maze Game, 2D Platformer Game (like Mario), and developed a 3D game demo with OpenAI API in non-player characters (NPC) to make NPCs more realistic and gamer more immersive.

Skills

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