William Lu

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Education

University of Illinois Urbana-Champaign (UIUC)   May 2027
Bachelor of Science in Mathematics & Computer Science   GPA: 4.0/4.0

University of Wisconsin Madison   May 2024
Bachelor of Science in Computer Science (Transferred)   GPA: 4.0/4.0

Projects

Minerva Game Studio   Madison, WI
Game Programmer   September 2023 - Present
- 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/?beta=0
- 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 - Present
- 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
Club 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.

Skills

Language Skills: Mandarin (Fluent) | Japanese (Functional) | Cantonese (Beginner)
Technical Skills: C++ | C# | Java | Python | Unity | Unreal | Git | TensorFlow | Latex | Adobe Illustrator | CapCut