

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)

B.S. in Mathematics & Computer Science

Sep 2024 - Expected Dec 2026

GPA: 4.0/4.0

University of Wisconsin Madison

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

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

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 Meialia. Its demo is on Steam.
- Designed and implemented character abilities, and helped language localization to enhance gameplay and accessibility.

Leadership

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

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

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