Li Lin

Ookayama, Meguro-ku
Tokyo, Japan

Github: github.com/XHLin-gamer
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Education

Institute of Science Tokyo	Apr 2025 – Present
Master of Science in Computer Science (Master Program, First Year)	*Tokyo, Japan*
Shanghai University	Sep 2020 – Mar 2025
Bachelor in Computer Science and Engineering	*Shanghai, China*
Chiba University	Sep 2022 – Feb 2023
Exchange Program, J-PAC International Liberal Arts Program	*Chiba, Japan*

Research

Watermarks for Large Language Models   Mar 2024 – Present

Supervised by Prof. Yang Cao, Trustworthy Data Science and AI Lab

- **Publications (First Author)**
  * CODE ACROSTIC: Robust Watermarking for Code Generation, The 26th International Conference on Web Information Systems Engineering, Marrakech, Morocco, 2025.
  * Did You Steal My Data? Watermarking for RAG Dataset Ownership Verification, The 21st International Conference on Advanced Data Mining and Applications, Poster, Kyoto, Japan, 2025.

Human Motion Prediction   Mar 2023 – Jan 2024

Supervised by Prof. Xiaoqiang Li, Machine Vision Laboratory

- Achieved new SOTA performance on the Human3.6M benchmark for human motion prediction.
- Designed and implemented a novel 2D Haar Block, surpassed previous SOTA results by up to 1.2%.

Projects & Experience

Tokyo International Exchange Center (TIEC)   Apr 2025 – Present

Translator & Programmer(Part-Time)   *tiec.zohosites.jp*

- Developed an orientation webpage on the Zoho Sites platform to streamline the resident orientation.
- Engineered custom JavaScript to create dynamic interactive elements, improving the user experience.

Kakuyomub   Repository Owner

Tool to Convert Kakuyomu Web Novels to EPUB format

- Engineered an asynchronous crawling framework, processing layouts and accelerating downloads.

Misaka Translator   Open Source Contributor

Multilingual real-time machine translation application

- Implemented a furigana reading aid using the MeCab analyzer for Japanese language learners.
- Enhanced UI text readability by applying custom text shadows using WPF in C#.

Technical Support Volunteer   Sep 2020 – Aug 2024

Shanghai University

- Provided technical support to international faculty for resolving issues related to campus network.
- Developed and maintained an automatic network connection script for homebrew servers.
- Conducted API testing for the university library's system, identifying bugs to ensure a stable launch.

Specialized Skills

Programming Languages: Python (Advanced), C/C++/C# (Intermediate), Matlab (Intermediate)
ML Libraries: PyTorch, Tensorflow, OpenCV, Pandas, Keras, Scikit-learn
High Performance: CUDA, OpenACC, Taichi, PySpark
Developer Tools: Git, LaTeX, WSL, SSH   **Web Dev**: Flask, HTML5, Vue
Languages: English - **TOEFL** 103/120,　日本語 - **JLPT N1** 177/180,　中文 - Native Speaker :)