

Hankun Lin

✉ linhk@smail.nju.edu.cn 🌐 lhk2004.github.io

EDUCATION

Nanjing University

B.Sc. Computer Science and Technology

Nanjing, Jiangsu, China

2022.9 -

- GPA: 4.36/5.0, Renmin Scholarship
- Major Courses: *Computer Vision - Representation and Recognition* (96/100), *LLM Application Development* (95/100), *Introduction to Machine Learning* (93/100), *Advanced Machine Learning* (93/100), *Advances in Machine Learning* (93/100), *Matrix Computation* (93/100), *Probability Theory and Mathematical Statistics* (92/100), *Introduction to Computer Systems* (90/100).

University of California, Berkeley

Berkeley International Study Program

Berkeley, CA, USA

2025.1 - 2025.5

- GPA: 3.92/4.0
- Major Courses: *CS61A - The Structure and Interpretation of Computer Programs* (A+, top 4.2%), *CS188 - Introduction to Artificial Intelligence* (A+, top 6.3%)

PUBLICATIONS

Understanding LLMs' Cross-Lingual Context Retrieval: How Good It Is And Where It Comes From.

Changjiang Gao, **Hankun Lin**, Shujian Huang, Xin Huang, Xue Han, Junlan Feng, Chao Deng, Jiajun Chen.

In *Proceedings of the Conference on Empirical Methods in Natural Language Processing*. Suzhou, China. November 2025.

RESEARCH EXPERIENCE

Nanjing University

Research Intern at the Natural Language Processing Group

2024.3 - 2025.2

- Evaluating and interpreting the Cross-lingual Machine Reading Comprehension (xMRC) ability of LLMs with *Ph.D. Student Changjiang Gao* and *Prof. Shujian Huang*, using advanced analysis techniques such as layer-wise attribution and hidden-states similarity measurements.

Purdue University

Research Intern at RZ-Lab

2025.3 -

- Applying gradient-based discrete sampling method to inference-time alignment of LLMs, with *Prof. Ruqi Zhang*.
- Investigating novel techniques for accelerating LLM decoding, focusing on hybrid encoder-decoder architectures with adaptive encoder scheduling, with *Ph.D. Student Patrick Pynadath*.

PROJECTS

- **MindMates**: Bidirectional Multi-agent Framework for Mental Health Therapy. [GitHub](#)
- Building the architecture of a LLaMA-3.2-1b-Instruct model **from scratch**. [GitHub](#)
- Implementation of a **push-down automata** simulator and a **turing machine** simulator, using C++ . [GitHub](#)
- Reproduction of a bestselling Steam game **Shapex**, using C++ and Qt graphics libraries. [GitHub](#)