

# LI-CHUN (PHOEBE) LU

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## EDUCATION

**Electrical Engineering, National Taiwan University (NTU)** **Taipei, Taiwan**

*Bachelor of Science in Engineering* *Sep. 2020 - Jun. 2025*

- Related Courses: Algorithms, Computer Architecture, Computer Programming, Intro. to Generative AI, VR Game Programming.
- Last-60-credit GPA: 4.24/4.3.

**Computer Engineering, San Diego State University** **California, United States**

*Exchange Student* *Jan. - May 2023*

- Selected Courses: Operating Systems, Data Structure, Intro. to AI, Oral Communication.
- Overall GPA: 3.93/4.0

## PUBLICATIONS

- **Li-Chun Lu\***, Shou-Jen Chen\*, Tsung-Min Pai, Chan-Hung Yu, Hung-yi Lee, Shao-Hua Sun, "LLM Discussion: Enhancing the Creativity of Large Language Models via Discussion Framework and Role-Play," in *Proceedings of the Conference On Language Modeling (COLM)*, 2024. 📄
- **Li-Chun Lu**, Miri Liu, Pin-Chun Lu, Yufei Tian, Shao-Hua Sun, Nanyun Peng, "Rethinking Creativity Evaluation: A Critical Analysis of Existing Creativity Evaluations," *preprint*, 2025. 📄
- Chien-yu Huang et al., "Dynamic-SUPERB Phase-2: A Collaboratively Expanding Benchmark for Measuring the Capabilities of Spoken Language Models with 180 Tasks," in *Proceedings of the Thirteenth International Conference on Learning Representations (ICLR)*, 2025. 📄
- Yu Lun Hsu, Chien-Ting Lu, **Li-Chun Lu**, Chih-Heng Tam, Yu-Chieh Sun, Ting-Kang Wang, "AnimalSense: Understanding Beyond-human Sensory Capabilities of Animals via VR Games," in *Student Game Competition (SGC) of the Conference on Human Factors in Computing Systems (CHI)*, 2024. (Runner-Up Award.) 📄
- Pin-Chun Lu, Che-Wei Wang, Yu Lun Hsu, Alvaro Lopez, Ching-Yi Tsai, Chiao-Ju Chang, Wei Tian Mireille Tan, **Li-Chun Lu**, Mike Y Chen, "VeeR: Exploring the Feasibility of Deliberately Designing VR Motion that Diverges from Mundane, Everyday Physical Motion to Create More Entertaining VR Experiences," in *Proceedings of the Conference on Human Factors in Computing Systems (CHI)*, 2024. 📄

## RESEARCH EXPERIENCE

**Robot Learning Lab (RLL), NTU** **Taipei, Taiwan**

*Research Assistant, Undergraduate Researcher | Advisor: Prof. Shao-Hua Sun* *Oct. 2023 – Present*

- Developed a three-phase discussion framework incorporating role-playing techniques for LLM agents, resulting in a 20% increase in their creative performance on 4 benchmarks, including the Wallach-Kogan Creativity Tests and the scientific creativity.
- Devised an LLM evaluation based on 4 metrics of creativity and designed questionnaires to collect more than 1,400 human responses on creativity across these metrics, demonstrating a 0.7 correlation between LLM evaluations and human evaluations.

**Peng's Language Understanding & Synthesis Lab (PLUS), University of California, Los Angeles** **California, United States**

*Visiting Researcher | Advisor: Prof. Nanyun (Violet) Peng* *Nov. 2024 – Apr. 2025*

- Led a project that analyze 4 metrics for creativity evaluation across 3 domains: creative writing, problem-solving, and research ideation, and identified inconsistencies across metrics.
- Diagnosed key limitations of each metric, including lexical bias in the Creativity Index, sensitivity to overconfidence in Perplexity, inability to capture conceptual-level creativity in Syntactic Templates, and instability and bias in LLM-as-a-Judge.

<b>Deep Learning &amp; Human Language Processing Lab (DLHLP), NTU</b>	<b>Taipei, Taiwan</b>
<i>Undergraduate Researcher   Advisor: Prof. Hung-yi Lee</i>	<i>Jul. 2023 – Oct. 2024</i>
<ul style="list-style-type: none"> <li>Proposed and processed a dataset, "Third Tone Sandhi Recognition in Mandarin," for Dynamic-SUPERB to evaluate universal speech models, based on the NCCU Corpus of Spoken Taiwan Mandarin dataset.</li> <li>Applied the Direct Preference Optimization (DPO) framework in reinforcement learning to train a text-instruction-guided voice conversion model, collaborating with two teammates to enhance its performance.</li> </ul>	

<b>Human Computer Interaction Lab (HCI), NTU</b>	<b>Taipei, Taiwan</b>
<i>Undergraduate Researcher   Advisor: Prof. Mike Y. Chen</i>	<i>Aug. 2023 – May. 2024</i>
<ul style="list-style-type: none"> <li>Demonstrated and presented our game at the Student Game Competition (SGC). Implemented three levels of sensation substitution and remapping in a virtual reality game using Unity to enhance human comprehension of animal senses.</li> <li>Surveyed prior works, collected, and analyzed Mass Rapid Transit speed data to justify the validation of paper hypotheses and questionnaire design. Designed figures and edited a demo video to visualize paper information using Adobe tools.</li> </ul>	

## TEACHING EXPERIENCE

<b>Intro. to Generative Artificial Intelligence Course, NTU</b>	<b>Taipei, Taiwan</b>
<i>Teaching Assistant (TA)</i>	<i>Feb. 2024 – Jun. 2024</i>
<ul style="list-style-type: none"> <li>Handled questions during TA hours and via email from 1,000 students and 1,000 auditors, in collaboration with 37 other TAs.</li> <li>Designed slides as teaching materials for an assignment, along with an LLM essay evaluation system, helping students practice and understand the concept of prompting, in collaboration with two other TAs.</li> </ul>	

## INTERNSHIP

<b>NTU Y.L. Lin Program, Taiwan FactCheck Center</b>	<b>Taipei, Taiwan</b>
<i>Collaboration Intern</i>	<i>Dec. 2023 – May 2024</i>
<ul style="list-style-type: none"> <li>Designed an AI Media Literacy Web Game to address misinformation and enhance public understanding of AI.</li> <li>Conducted user research via individual interviews with 15 people to improve the interface design, gameflow, and effectiveness.</li> </ul>	
<b>Solution Engineer Team, Synopsys Taiwan Co.</b>	<b>Hsinchu, Taiwan</b>
<i>Technical-Engineering Intern</i>	<i>Jul. 2023 – Aug. 2023</i>
<ul style="list-style-type: none"> <li>Completed debugging of four sets of Process Design Kits (PDKs) with a teammate, each encompassing both Schematic-versus-Schematic (SvS) and Layout-versus-Layout (LvL) analyses.</li> <li>Utilized Python and TCL programming languages, alongside Custom Compiler, to inspect the callback functions of PDKs.</li> </ul>	

## AWARDS

<b>Fellowships, Y.L. Lin Program, NTU</b>	<i>Jun. 2024</i>
<b>Runner-Up Award, Student Games Competition, CHI 2024</b>	<i>May 2024</i>
<b>Outstanding Service Award, Department of Electrical Engineering, NTU</b>	<i>Dec. 2021</i>
<b>Excellence Award, Architecture Video Storytelling Project, Dept. of Architecture at National Cheng Kung University</b>	<i>Feb. 2020</i>

## ACADEMIC SERVICES

<b>Volunteer, Diversity, Equity and Inclusion (DEI) Scholarship Program, COLM</b>	<i>Oct. 2024</i>
<b>Reviewer, Spoken Language Technology Workshop, IEEE</b>	<i>Jul. 2024</i>

## SKILLS

- Spoken Language:** English(Fluent), Mandarin(Native), Taiwanese(Native)
- Programming Language:** Python, C++, TCL, HTML/CSS