Lin Khit Lu

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Education
September 2023- May 2027

University of St. Thomas, St. Paul, MN **GPA: 3.73/4.0 – Dean's List (5 semesters)**
Bachelor of Arts in Computer Science & Mathematics (Minor in Data Science & Philosophy: Logic & Analytical Reasoning)
Relevant coursework: AI **(Python)**, Object-Oriented & Data Structures **(Java)**, Creative Coding **(JavaScript, CSS, HTML)**

Technical Skills & Tools
Languages: Python, JavaScript, Java, C   **Frameworks & Libraries:** React, D3.js, p5.js
Cloud & AI: AWS (Lambda, Cognito, DynamoDB), LLMs   **Tools:** Git/GitHub, IntelliJ IDEA, Eclipse, VS Code, Excel

Experience

Undergraduate Research Assistant – *Ignite Scholars Program*   University of St. Thomas | June 2025 – October 2025
Project: A Secure, Value-Based Journaling System with AI tools for Self-Reflection
- Developed a web-based journaling platform using **React**, **D3.js**, and a **serverless AWS backend** (Lambda, Cognito, DynamoDB) collaborating via **GitHub** for version control and iteration
- Integrated Large Language Models (LLMS) to generate AI-driven reflective prompts and summaries
- Implemented **AI-driven UI components** and improved interface responsiveness for usability
- Conducted **IRB-approved HCI research** with a faculty mentor, exploring classroom deployment in *PHL 110: Virtue and the Good Life*

ITS Classroom and Event Support Specialist - AV Technician   University of St. Thomas | May 2025 – Present
- Reimaged and deployed **150+ PCs and laptops**, using **systematic diagnostics** to troubleshoot hardware and software issues and improve system reliability across **200+ classrooms and research labs**
- Set up, configured, and supported **AV and projection systems for 100+ academic and administrative events**, collaborating with students, faculty, and guests to ensure smooth execution

STARS AI Scholar – STARS Computing Corps   National Remote Program | Jan 2025 – Present
Project: AI chatbot for college application
- Collaborated on the development of a **responsible AI chatbot** to support high school students with college application planning, personalization, and confidence-building
- Incorporated **student feedback and educator input** to evaluate usability, clarity, and ethical considerations in AI-driven educational tools

PROJECTS

The Lost Ocean | *p5.js, JavaScript, Perlin Noise, Procedural Generation*   November 2025 -December 2025
- Designed and developed an **interactive ocean exploration game** representing the CS learning journey, featuring a **12,500-tile isometric world** with procedural generation
- Implemented **Perlin noise-driven environmental animations**, including autonomous koi fish, swaying seaweed, and **particle systems** with 500+ bioluminescent plankton
- Built a **custom player character** with spring-based physics and sinusoidal motion, integrated collision detection, collectible mechanics, and hazard avoidance
- Created **dynamic lighting and vignette effects** that respond to gameplay progress for atmospheric rendering

Leadership, Activities, & Campus Involvement
Research Assistant – *Center for Applied Mathematics (CAM)*   University of St. Thomas | Summer 2025
- Processed and structured historical mathematical data, translating complex material into concise, user-facing summaries

Mathematics Tutor – MARC   University of St. Thomas | Sept 2025 – Present
- Diagnose conceptual and computational errors, adapting explanations using quantitative and qualitative reasoning

Private Content Creator & Translator   "Aron Newt – Lin Khit Lu" YouTube Channel | Sept 2021 – Present
- Produce and localize multimedia content for a global audience of **9K+ subscribers**, applying SEO optimization and analytics to improve reach