

Lin Khit Lu

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September 2023- May 2027

Education

University of St. Thomas, St. Paul, MN GPA: 3.67/4.0 – 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

Cloud & AI: AWS (Lambda, Cognito, DynamoDB), LLMs

Frameworks & Libraries: React, D3.js, p5.js

Tools: Git/GitHub, IntelliJ IDEA, Eclipse, VS Code, Excel

Experience

Undergraduate Research Assistant – Ignite Scholars Program

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)
- 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 | Nov 2025 – Present

- Evaluate and edit AI education materials for accuracy, clarity and ethical alignment
- Develop accessible K-12 learning resources, focusing on organization and readability
- Explored responsible applications of AI to support inclusive learning and improve accessibility

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