

# Xin Lu

Portfolio: [xinloi.fun](#)  
Github: [github.com/Zlisch](#)

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## EDUCATION

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### Australian National University

Bachelor of Advanced Computing (Honours) (Research & Development); GPA: 6.5/7  
- *Terrell International Undergraduate Scholarship (Aug, 2021)*  
*School of Computing, CECC*

Canberra, Australia  
*Jul 2020 - Present*

### University of California, Berkeley

Summer School; Courses: Marketing, Stress and Coping; GPA: 3.7/4  
*Haas School of Business*

Berkeley, U.S.  
*Jul 2019 - Aug 2019*

## RELEVANT EXPERIENCE

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### Academic Tutor for Software Design Methodologies course

*ANU COMP2100 Tutor*

Canberra, Australia  
*Feb 2023 - Jul 2023*

- Cultivated a collaborative learning environment by encouraging students to collaborate with their peers to solve tasks.
- Designed and conducted interactive tutorial sessions that promoted active engagement, fostering a deeper understanding of tutorial materials and resulting in improved academic performance.
- Overall 80% student satisfaction rate.

### Student Researcher in High-Performance Computing

*ANU HPC Lab*

Canberra, Australia  
*Feb 2023 - Present*

- Developed multi-GPU algorithms using CUDA within the client's software framework, achieving close-to-peak performance operation.
- Collaborated effectively with lab members and engaged in discussions with the supervisor to explore innovative solutions and refine research outcomes.

## SKILLS SUMMARY

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- **Communication:** Excellent written and verbal communication skills, honed through tutoring and research projects.
- **Interpersonal:** Dedicated to assisting students in achieving their goals. Effective team player, displaying responsibility and a respectful approach to collaboration.
- **Software Proficiency:** Extensive C/C++, CUDA, Java, Python, Bash, Git, Haskell, Linux, Scrum, and Agile.
- **Time Management:** Flexibility and ability to effectively balance work and study commitments.

## PAST PROJECTS

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### Groove Jungle – Live Music Performance

*ANU Laptop Ensemble*

Canberra, Australia  
*Jun 2023 - Jul 2023*

- Collaborated with a team of musicians to perform live improvisation electronic music.
- Utilized PureData to compose the music and to design the collaboration interface for live performance.

### Embodied Physical Reasoning in Dynamic Environments

*Reinforcement Learning, Physical Reasoning Benchmark*

Canberra, Australia  
*Feb 2022 - Jul 2022*

- Developed benchmark tasks to assess AI models' capabilities in solving novel physical problems through team collaboration.
- Utilized Python and TensorFlow to design challenging scenarios within dynamic environments.

## VOLUNTEER EXPERIENCE

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### ANUSA Open Day Build Your Bubble Tea Event

*Event Volunteer*

Canberra, Australia  
*Sep 2022*

- Collaborated with local teachers to enhance students' understanding of course materials.
- Designed tutorials to address common mistakes discovered in students' homework.

### Math Tutor at Beijing Daxing Pugongying Middle School

*Volunteer Tutor*

Beijing, China  
*May 2019 - Jun 2019*

- Collaborated with local teachers to enhance students' understanding of course materials.
- Designed tutorials to address common mistakes discovered in students' homework.