

# Dylan Vidal

954-830-5652 | [dylan@dvidal.dev](mailto:dylan@dvidal.dev) | [linkedin.com/in/dylanvidal1205](https://linkedin.com/in/dylanvidal1205) | [github.com/DVidal1205](https://github.com/DVidal1205) | [dvidal.dev](https://dvidal.dev)

## EDUCATION

**University of Central Florida, Burnett Honors College**  
*Bachelor of Science in Computer Science; Minor in Robotics and Data Science*

Orlando, FL  
Aug 2023 – May 2027

## EXPERIENCE

### President

Feb 2024 – Present

#### Knight Hacks

Orlando, FL

- Managed a non-profit organization with **650+** members and **\$75,000** dollars in yearly revenue focused on uplifting developers.
- Organized the Knight Hacks VIII Hackathon for over **1024** attendees, with a total of **188** projects submitted.
- Led a team of **52** students to achieve deliverables such as **60** technical workshops a year and **100+** member mentorship.
- Revamped the mentorship program, expanding the number of participants by **58%** compared to previous school years.
- Personally secured nearly **\$35,000** for the organization by networking with numerous **Fortune 500** companies over 2 years.

### Software Engineer Intern

May 2025 – Aug 2025

#### NVIDIA

Santa Clara, CA

- Contributed to the autonomous hardware recovery team for **NVIDIA Mission Control**, the software layer for AI factories.
- Overhauled **Kubernetes** / **Helm** infrastructure to achieve zero-downtime rolling upgrades, fully eliminating **10 hours** of scheduled maintenance per year per customer and accelerating development environment build times by **93%**
- Implemented industry standard horizontal scaling techniques to core services increasing traffic bandwidth.
- Optimized network flow by modifying NGINX ingress patterns and service-to-service communication, reducing network latency.
- Developed a log analysis tool that automatically identifies and filters noisy logs, reducing time-to-debug of core services by **60%**.

### Software Engineer Intern

Dec 2024 – Apr 2025

#### Pheratech Systems

Orlando, FL

- Researched Embodied General Intelligence and Sociobehavioral Robots for crisis and natural disaster search and rescue.
- Developed an internal inventory management system, reducing unnecessary wasteful restock purchases by **40%**.
- Trained custom **YOLOv8** object detection models with a resulting **97%** accuracy in recognizing target objects.
- Aided in securing pre-seed funding by contributing to multiple high-impact technical projects across the company.

## PROJECTS

### ReStory | *Python, PyTorch, Gemini, OpenCV, Raspberry Pi, WebSockets, Docker, RTX 5090*

Jan 2026

- Awarded **1st place of 112** projects for **Best Overall** at the SwampHacks XI Hackathon.
- Created an AI-powered wearable "social second brain" for Alzheimer's patients that uses multi-modal biometrics to recognize faces and recall shared conversation history in real-time.
- Engineered a streaming pipeline using **ArcFace** and **Gemini 3 Flash** to stream **30FPS** sensor data from a **Raspberry Pi 5**.

### VL-ADK | *Google ADK, Jetson Orin Nano, YoloE, Jetbot, Python, Networking*

Sep 2025

- Awarded **1st of 84** for the **NVIDIA Hack the Future Challenge**, **2nd of 142** for the **Microsoft AI for Good Challenge**, and **3rd of 26** for the **Waymo Reimagining Navigation Challenge** at the ShellHacks 2025 Hackathon.
- Developed a **psuedo-VLA** autonomous system that leveraged an agentic workflow to control a **Jetbot** differential drive robot.
- Implemented an accelerated object detection pipeline using **YoloE** with performance boosted by **CUDA**, decreasing latency **83%**.

### Visuworld AI | *React, Next.js, Tailwind, FastAPI, MongoDB, GLSL, Three.js, Google Gemini*

Apr 2025

- Awarded **1st place of 97** projects for the **Best Use of Google Gemini Award** at the Bitcamp 2025 Hackathon.
- Invented a novel pipeline for 3D scene generation by prompting **Google Gemini** to produce **OpenGL GLSL** code.
- Parsed and rendered GLSL shader code in a **React** interface using **Three.js** and **WebGL** to display generated 3D environments.

### Lootcode | *React, Next, Tailwind, SQL, tRPC, TypeScript, Zx, Docker, Linux*

Feb 2024 – May 2024

- Awarded **1st place of 14** projects submitted to the Knight Hacks 2024 Spring Semester Project Launch Program.
- Featured on **Linux Magazine for Free Open Source Software** after reaching **50,000** page visits and **500** monthly active users.
- Engineered a secure code-grading server and IDE using isolated **Docker** containers to mitigate security vulnerabilities.

## TECHNICAL SKILLS

**Programming Languages:** Python, C#, C++, C, Java, HTML, CSS, JavaScript, TypeScript, SQL

**Libraries/Frameworks:** React, Next, Tailwind, tRPC, Prisma, Drizzle, NextAuth, Kubernetes, Helm, pandas, numpy, PyTorch, scikit-learn, Qt, LangChain, Gemini, ADK, Pyside6, Selenium, Nextcord, Tkinter, Pygame

**Tools/Platforms:** Windows, Linux, MacOS, Docker, Coolify, Vercel, Node, Bun, pnpm, Jupyter Notebooks, GitHub, Raspberry Pi