

Dylan Vidal

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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 <i>Knight Hacks</i>	Feb 2024 – Present
• Managed a non-profit organization with 650+ members and \$75,000 dollars in yearly revenue focused on uplifting developers.	Orlando, FL
• 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 <i>NVIDIA</i>	May 2025 – Aug 2025
• Contributed to the autonomous hardware recovery team for NVIDIA Mission Control , the software layer for AI factories.	Santa Clara, CA
• 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 <i>Pheratech Systems</i>	Dec 2024 – Apr 2025
• Researched Embodied General Intelligence and Sociobehavioral Robots for crisis and natural disaster search and rescue.	Orlando, FL
• 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 <i>Python, PyTorch, Gemini, OpenCV, Raspberry Pi, WebSockets, Docker, RTX 5090</i>	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 <i>Google ADK, Jetson Orin Nano, YoloE, Jetbot, Python, Networking</i>	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% .	
Visuwold AI <i>React, Next.js, Tailwind, FastAPI, MongoDB, GLSL, Three.js, Google Gemini</i>	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 <i>React, Next, Tailwind, SQL, tRPC, TypeScript, Zx, Docker, Linux</i>	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