(408) 460-8179
lawrencetdinh@gmail.com

Luat "Lawrence" Dinh

lawrencedinh.github.io
San Jose, CA

WORK EXPERIENCE:

NVIDIA
May 2025 - Present

Autonomous Vehicle Test Engineer (AVX) | Santa Clara, CA
- Performed validation testing of NVIDIA E2E self-driving stack in real-world and simulated conditions.
- Flashed software builds, developed and executed feature-specific test cases, and triaged/tracked hardware and software issues, documenting regressions and performance.
- Monitored autonomous vehicle systems, managed edge cases, and operated test drives for multiple prototype vehicles from leading automotive manufacturers.
- Collaborated with multidisciplinary teams in an advanced R&D setting to assist prototype vehicle operations and maintain safety standards.
- Conducted pre-test inspection checklists for sensors and software systems.
- Completed advanced OEM driver safety training in autonomous vehicle operation and emergency hazard response.

Tata Consultancy Services
Dec 2021 - Dec 2023

Assistant Systems Engineer | San Jose, CA (Remote)
- Created and configured user and group roles in ServiceNow based on client requirements, defining permissions and attributes to ensure proper system access.
- Implemented automated workflows in ServiceNow to adjust user roles and permissions based on form input, triggering system actions that updated data fields appropriately.
- Used JavaScript to dynamically show or hide form fields, set mandatory inputs, and validate data based on user roles and attributes in real time.
- Conducted thorough testing and debugging to validate workflows and automation before deployment to the production environment.
- Participated in daily Agile standup meetings to coordinate progress and align with team objectives.

Shapescape ApS
Feb 2016 - Feb 2019

Minecraft Map Developer | San Jose, CA (Remote)
- Built large-scale interactive digital environments for major clients including online gaming communities, museums, educational groups, and Microsoft's Minecraft Marketplace.
- Used automation and custom scripts to optimize complex level designs and reduce manual effort.
- Applied custom plugins with logic-driven commands to replicate and create visual design elements, enhancing project quality, consistency, and efficiency.
- Adhered to platform-specific design standards and guidelines to ensure cross-version compatibility and smooth performance across devices, including PC, console, and mobile.
- Developed and tested interactive features within the environments, identifying and fixing bugs to ensure seamless user experience.
- Rendered promotional visuals with Blender for project presentations and marketing materials.
- Collaborated with an international team via Trello and Discord to track progress, report issues, and adapt to evolving project requirements.

International Tax Accounting
April 2017 - Nov 2017

IT Support Associate | San Jose, CA
- Assisted with hardware installation and configuration of office Windows PC systems, ensuring reliable operation and adherence to technical standards.

- Executed secure data erasure protocols on storage devices to protect sensitive client information and maintain data integrity.

PROJECTS:

- **Motorsports Driver** (2025) - Gained over 8 years of hands-on experience in vehicle dynamics, including defensive driving, traction, cornering, and braking under extreme conditions through autocross and track events. Analyzed vehicle telemetry from previous driving sessions to assess performance and improve driving techniques.
- **Python Phylogenetic Analysis** (Final Project, CS 123B – Bioinformatics II, 2021) - Conducted genetics data analysis of 44 related species using the Bio Python Package. Performed multiple sequence alignments of mRNA text strings and produced Phylogenetic tree diagrams.
- **Twitch.tv Users Network Analysis** (Final Project, CS 185C – Social Network Analysis, 2020) - Collected and analyzed Twitch user data to perform a social network data analysis. Categorized separate user community clusters and network properties using Python, Gephi, and R to provide insights into user behavior and community dynamics.
- **Bookstore Prototype Project** (Final Project, CS 160 – Software Engineering, 2019) - Collaborated on a Java bookstore e-commerce system with user interfaces and a locally integrated database. Included features to register customers, create products, and search through the store inventory.

CERTIFICATIONS:

- ***Hands-on Introduction to Linux Commands and Shell Scripting*** *– IBM (Coursera) | Oct 2025*
- ***T1/T2 Professional Driver Safety Training*** *– Mercedes-Benz AG | Certified Jun 2025*
  - Advanced vehicle control, hazard response, and high-performance safety maneuvers.
- ***BERTHA – Autonomous Vehicle Safety & Direct Fault-Injection Driving Assessment*** *– Mercedes-Benz Research & Development North America (MBRDNA) | Certified Jul 2025*
  - AV safety validation, emergency interventions, and failure-mode driving assessments.
- ***Automotive Environment Safety and Awareness Training*** *– NVIDIA | Certified May 2025*
  - Safe vehicle operation and protocol compliance in garages and complex test environments.

EDUCATION:

Bachelor of Computer Science
San José State University | San Jose, CA   Aug 2021

Skills

Software:	Microsoft 365 / Office, Adobe Creative Cloud, DarkTable, GIMP, Gephi
Technical:	Linux, Python 3, Java, PHP, R Programming, Git, Git Bash, GitHub, Trello, Slack, MS Teams, Eclipse IDE, PyCharm, Visual Studio, VirtualBox, ServiceNow, L2 ADAS