


Dylan Lu

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 Palo Alto, CA

Profile

I am a student developer and engineer based in Palo Alto. I love working on my own video games, websites, and basketball skills.

Professional Experience

05/2022 – 08/2022

Hardware Engineering Intern

Atmosic Technologies

Developed a program in C to automate the screening process for our evaluation boards, improving speed by 3x. This program has since been adopted by our US and Taiwan team.

Wrote scripts in python to post process test data and output excel tables/graphs, helping other engineers save time analyzing their data.

Things Learned...

- Using HW test equipment (oscilloscope, spectrum analyzer, etc)
- Reading schematics and soldering PCB components
- Managing time and presenting ideas/progress
- Debugging microcontrollers and embedded systems with UART and openocd

Awards

SCVAL All-League Award (Football)

El Camino League

Coaches Award (Football)

Played a crucial part in my team's undefeated road to championships. Played 80% of each game as the starting tight end, cornerback, and kickoff returner.

World Language Award (Spanish)

High performance and achievement in class.

Skills

Web Development with React

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Comfortable with many popular libraries/frameworks, including Nextjs and Tailwind

Linux & General Tech Skills

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Terminal, Vim, Git, writing documentation, etc.

Game Development with Unity

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Spent over 6 years learning and building with Unity. Experience with 2D, 3D, and VR/AR applications.

Automation and Data with Python

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Some experience using popular data processing libraries such as Pandas and Numpy.