

Dylan Lu

📍 Palo Alto, CA ✉️ dylanelu@gmail.com ☎️ 650-862-4314 🔗 dylanlu.com

🐙 github.com/ThePickleGawd 🔗 linkedin.com/in/dylanelu

Education

Bachelor of Science (B.S.) in Computer Engineering

09/2024 – Present

University of California, Santa Barbara

Expected Graduation: 6/2028

Experience

Computer Engineering Intern

05/2022 – 08/2022

Atmosic Technologies

- Interned at a tech startup in the Bluetooth-Low Energy (BLE) chip industry
- Developed an automated system in **C** and **Python** to detect faulty parts in PCBs (300% faster)
- Collected antenna data on customer prototypes, including Google's batteryless remote

Projects

LunchTrak LLC

11/2022 – 06/2023

A Bluetooth IoT System to Improve Lunch Line Efficiency

- Designed Bluetooth (BLE) tracking device using ARM Cortex-M0 based SoC
- Wrote firmware in **C** to mimic an HID device and manage Bluetooth GAP/GATT beacons
- Built full-stack companion website using **Next.js**, **Supabase**, and **WebBLE**
- Collaborated with Palo Alto Unified School District to pilot with high schoolers; sold 75 prototypes

VR Chinese Learning Game (in development)

08/2024 – Present

Survive as an undercover agent in foreign territory

- **Unity VR**: implemented weapons, enemies, and throwing physics
- Speech recognition with **OpenAI's Whisper**; enemy dialogue with **GPT-4**
- Rate players' tone using a **CNN deep learning** model (in development)

Gunn Alumni Website

02/2023 – 05/2024

Co-Led a team of 10 students to build Gunn High School's alumni website and database. Used **NGINX**, **React**, **PostgreSQL**, and DigitalOcean **VPS**. Maintained by current Gunn students, and has 100+ users in beta.

Skills

Full Stack Development

React/Next.js, TailwindCSS, and Supabase

Game Development

2D/3D, VR, and iOS games with Unity

Programming Languages

Python, JavaScript, C/C++, OOP

Technologies

Git, Linux, TensorFlow, Node.js, FFmpeg