

Dylan Lu

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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 speeds by 3x. This program has since been adopted by our US and Taiwan team.

Leveraged python and Microsoft's COM model to post process test data and format in a standard and customizable manner, saving engineers hours of wasted time preparing their data before analyzing it.

Things Learned...

- Using HW test equipment (oscilloscope, spectrum analyzer, etc)
- Reading schematics and soldering PCB components
- Managing time and presenting ideas/progress
- Writing clearly documented code for others to build off of

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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Very comfortable with popular libraries and frameworks such as Tailwind and Nextjs

Game Development with Unity

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Over 6 years of experience building with Unity. Developed 2D, 3D, and VR/AR applications.

Linux & General Tech Skills

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Terminal, Vim, Git, Cloud Servers, clearly documenting code, and other essential skills

Automation and Data with Python

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Experience with a variety of libraries such as Pandas and pywin32 to automate repetitive tasks