Dylan Lu

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github.com/ThePickleGawd

Profile

Aspiring computer engineer with a strong background in web development and an interest in AI. Passionate about learning and leveraging the latest technologies to solve everyday problems, whether through personal projects or in a collaborative setting.

Education

2024 – Present	**B.S in Computer Engineering (Expected 2028)** *University of California, Santa Barbara*
2020 – 2024	***Henry M. Gunn High School*** GPA: 4.0/4.4 Activities: Student Government, Varsity Basketball, Football, Computer Science TA

Experience

2022 – 2024	**Founder** *LunchTrak LLC* • Developed firmware and PCBs for a Bluetooth "FasTrak" for lunch lines • Sold 75 devices to Palo Alto Unified School District and ran a pilot with high school students
05/2022 – 08/2022	**Computer Engineering Intern** *Atmosic Technologies* • Developed firmware to automate the screening process for evaluation boards, increasing speeds by 300% • Utilized Microsoft's COM model to automatically turn factory chip data into readable graphs and spreadsheets, reducing prep time for engineers • Presented new features of our Bluetooth chips to customers and wrote documentation to set up the SDK.

Skills

Full Stack Development
Nextjs, React, SveltKit
Firebase, Supabase, PostgreSQL
TailwindUI, Material UI

Game Development
Over 7 years of experience building with Unity.
Developed 2D, 3D, and VR/AR games. Some experience with Unreal Engine

Programming Languages
Python, JavaScript, C/C++
Some experience with Java, SwiftUI, Rust

Tools & Technology
Linux, Git, Vim, Cloud Servers