

Dylan Lu

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Education

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

09/2024 – 06/2028

University of California, Santa Barbara

GPA: 4.0

Experience

Computer Engineering Intern

05/2022 – 08/2022

Atmosic Technologies

- Spearheaded a new QA process for a 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 than before)
- Authored documentation for evaluation kits; presented to customers in meetings alongside the founder
- Analyzed Bluetooth RSSI and range data on customer prototypes, including Google's batteryless remote

Projects

Virtual Reality (VR) Chinese Learning Game

08/2024 – Present

VR Espionage Game Combined With Natural Language

- Implemented weapons, enemies, and throwing physics with **Unity VR**
- Integrated **OpenAI's Whisper** and **GPT-4** for speech recognition and responses
- Trained a custom **CNN deep learning** model to rate Chinese intonation (in development)

Bluetooth "FasTrak" System for Lunch Lines

01/2023 – 09/2023

Eliminate lunch lines entirely

- Designed and manufactured tags and scanners based on Atmosic's Bluetooth SoC
- Developed C firmware to manage GAP/GATT beacons, HID device state, and a low-power wake-up receiver.
- Created a 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

Gunn High School Alumni Website

12/2022 – 05/2023

- Co-led a team of 10 students to build Gunn High School's alumni website and database
- Developed prototype with **NGINX**, **React**, **PostgreSQL**, and DigitalOcean **VPS**
- Redesigned project to go serverless with **Next.js**, **Vercel**, and **Supabase Auth**
- Grew userbase to 100+ 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