# Dennis Lustre

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#### **EDUCATION**

## University of California, Irvine

September 2020 - June 2024

Bachelor of Science in Computer Science, Specialization in Intelligent Systems

Irvine, CA

- **GPA**: 3.6/4.0 (7x Dean's List)
- Leadership & Involvement: Software Sub-Team Lead for FUSION Engineering Project 23-24 | ICS Student Council Projects Committee

#### EXPERIENCE

#### Software Developer

November 2023 - Present

ICS Student Council - ZotMeal

Irvine. CA

- Streamlined full-stack development, increased scalability, and reduced maintenance overhead by restructuring the monorepo to use Turborepo, AWS Lambda, and T3 Stack (TypeScript, Prisma, tRPC)
- Improved backend performance and scalability for an API consisting of 10+ functions by transitioning from Prisma to Drizzle; Simplified codebase and data validation processes by leveraging Drizzle-generated Zod schemas
- Built an events listing feature by utilizing Cheerio and Axios to scrape dining hall event data and utilized Prisma to store the events in a serverless PostgreSQL database
- $\bullet$  Increased backend reliability by maintaining 100% test coverage on assigned features by writing unit tests and transactional database integration tests with Vitest

# Software Engineer Intern

July 2023 - Present

Thaddeus Resource Center

La Verne, CA

- Led a website overhaul that reduced operational costs by 78%, optimized site performance using static generation, and secured more valuable internships for the organization: Pitched the project for CEO approval, transitioned from Webflow to Next.js and Firebase, led a team of 6 using Agile and CI/CD methodologies, and deployed as a Docker container to DigitalOcean
- Reduced DevOps manual intervention by 100% by creating a streamlined CI/CD pipeline with GitHub Actions, PNPM, and Docker
- $\bullet$  Accelerated CI execution times by 50% through parallelizing Jest and Cypress test suites and caching dependencies
- Significantly improved code maintainability by converting codebase from JavaScript to TypeScript, integrating Zod to ensure robust type safety, and achieving 100% adoption rate by leading a workshop for the development team
- Reduced total lines of code by 50% (over 700 lines) by engineering an efficient approach for a React Native app, using React components to dynamically render and populate 25+ screens
- Pioneered the introduction of testing practices: Took initiative by implementing a Jest-based testing environment and authoring clear documentation for testing procedures to foster a culture of quality assurance within the team

## PROJECTS

Aim Trainer Web Game | JavaScript, React.js, Firebase | GitHub

August 2023 - September 2023

- Optimized load times resulting in a 66% improvement in First Contentful Paint (FCP) and an 81% improvement in Largest Contentful Paint (LCP) by module bundling with Vite
- Implemented user authentication and cloud database with Firebase Authentication and Cloud Firestore
- Automated the build and deployment pipeline for efficient publishing to GitHub Pages by leveraging GitHub Actions

# NASA Radiation Microscopy Generative Model | Python | GitHub

March 2023 - June 2023

- Furthered research on the effects of cosmic radiation on astronauts by developing a Generative Adversarial Network with PyTorch Lightning to generate synthetic images that mimic irradiated cells
- Classified images with 93% accuracy on a large subset of the domain by leveraging ResNet101
- Presented project results to NASA GeneLab scientists after developing the project in Agile sprints

## TECHNICAL SKILLS

Programming Languages: TypeScript/JavaScript, Rust, C/C++, Python, SQL, HTML, CSS/TailwindCSS, Bash Tech: React.js, React Native, Next.js, Node.js, Prisma, PostgreSQL, Docker, Postman, Cypress, AWS, Azure, Firebase Other: GitHub/GitLab, Agile (Scrum), Jira (Kanban), CI/CD (GitHub Actions), Linux CLI, Jupyter, DigitalOcean