

Dylan Vu

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EDUCATION:

University of California, Santa Barbara (UCSB)

Expected Graduation: Jun. 2024

- Chemical Engineering (B.S.) | Prospective Computer Science (B.S.) GPA: 3.88
- **Selected Coursework:**
Data Structures, Object-Oriented Design, Assembly, Discrete Math, Linear Algebra, Differential Equations

EXPERIENCE:

Software Developer Intern, Ansync Labs, El Dorado Hills, CA

Dec. 2021 - Present

- Develop inventory management software, Windswell, for entire company's parts and assembly inventory using Google Cloud Platform and TypeScript and company-wide JavaScript/TypeScript testing environment
- Code unit and component tests for Windswell and create custom NPM package for unit and component testing
- Program command-line interface tool for NPM unit and component testing environment setup
- Setup CI/CD pipelines for automated testing and automatic package publishing using semantic-releases

SELECTED PROJECTS:

F•sync (HackHarvard 2021 Hackathon Submission)

Oct. 2021 - Present

- Awarded "Most Creative Hack Using Twilio" for a sustainable inventory software brands and retailers to manage clothing stock
- Engineer entire backend using Express, Socket.IO, and Twilio API to connect clients and program API routes in Express for a custom-designed account login and authentication workflow using JSON Web Tokens (JWT)
- Design MongoDB database schema and program database query and updating functions to synchronize and manage global inventory across retailers and brands

Geoverse (CalHacks 2021 Hackathon Submission)

Oct. 2021

- Created Mobile Application and Widgets using Flutter for a hybrid text adventure geolocation fitness app
- Utilized Spiral Agile Development principles and participated in standups to increase team productivity

GRIP Controller (LA Hacks 2021 Submission)

Mar. 2021

- Awarded 1st Place overall in LA Hacks and "Best in Track" for a novel responsive tactile VR controller
- Engineered hand-controller movement and object interactions in Unity using coordinates from MediaPipe
- Designed interactive Unity VR scene and implemented game physics using Unity's built-in physics system

LEADERSHIP:

Webmaster, UCSB Robotics Club

Jun. 2021 - Present

- Plan, design, code, and maintain club website using React.js and custom components
- Maintain and update Node.js "Discord Question of the Day" bot to engage both AIChE and Robotics members

Internal Department Chair, American Society of Chemical Engineers (AIChE) Oct. 2020 – Jun. 2021

- Implement a TypeScript LinkedIn Job Postings bot to provide Entry Level and Internship jobs to members
- Coded Discord bot to engage club members with questions of the day using Node.js, Discord.js, and MongoDB

TOOLS & FRAMEWORKS:

- **Programming & Technologies:** JavaScript, Node.js, Python, TypeScript, C++, Flutter, MATLAB, HTML, CSS
- **Frameworks & Libraries:** React, Express, Socket.IO, MongoDB, Discord.js, JWT, Firebase, Heroku, Selenium