

Dylan Vu

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EDUCATION

University of California, Irvine (UCI)

Expected Graduation: June 2024

Computer Science (B.S.)

GPA: 3.88

Relevant Coursework: Data Structures, Object-Oriented Design, Assembly, Discrete Math, Linear Algebra

TOOLS & FRAMEWORKS

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

EXPERIENCE

Software Developer Intern, Ansync Labs, El Dorado Hills, CA December 2021 - September 2022

- Coded Google Cloud Platform (GCP) serverless cloud functions in TypeScript with 100% unit test coverage
- Designed TypeScript Node app to run Flutter-ESP32 integration tests and ESP32 firmware stress testing, catching eight firmware over-the-air update bugs that would have bricked hundreds of IoT devices
- Advanced million-dollar preventative health project blocked for a week by debugging and updating bash & Node.js scripts used for device setup and quality assurance testing
- Utilized Docker and set up CI/CD GitLab runners for automated unit testing, integration testing, and version deployment for all 8 of company IoT products to streamline device testing process and ensure firmware code consistency during firmware deployment and testing
- Implemented Flutter web app with BLoC architecture to display IoT hand sanitizer station usage statistics to help market company's newest IoT device to potential customers

PROJECTS

WordShip (SB Hacks VIII)

February 2022

- Managed 2 beginners to win "Honorable Mention" + "Best Space Themed App" for a Wordle shooter game built with Godot, React.js, Express.js, and WebSockets by delegating features and tasks to team members
- Orchestrated software architecture and integrated React.js and Godot via WebSockets and Express.js API

Fsync (HackHarvard 2021 Hackathon)

October 2021

- Led team of 3 beginners to win "Most Creative Hack Using Twilio" for clothing inventory management app
- Engineered entire backend using Express, Socket.IO, and Twilio API and program Express.js API routes for a custom-designed account login and authentication workflow using JSON Web Tokens (JWT)
- Created CRUD functions to synchronize and manage global inventory across multiple retailers and brands

GRIP Controller (LA Hacks 2021)

March 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

ORGANIZATIONS

UCSB American Society of Chemical Engineers

October 2020 – Present

- Implement a TypeScript Job Postings bot to scrape and post 200+ entry level jobs and internships per week
- Create and maintain Node.js + MongoDB Discord bot to engage 50+ members with "Questions of the Day"
- Code a serverless backend in Next.js deployed on Vercel to schedule lab reservation time slots for projects