

# Dylan Vu

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## EDUCATION

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University of California, Irvine (UCI)

June 2024

Computer Science (B.S.) - Systems and Software | UCI Alumni Endowed Scholar, 14x Hackathon Winner GPA: 3.86

## SKILLS

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**Languages:** TypeScript, JavaScript, Node.js, Python, SQL, HTML, CSS, C++, C, Dart, Ruby, Java

**Frameworks & Tools:** React, Express, WebSockets, MongoDB, Firebase, Flutter, Next.js, Selenium, Docker, Git

## WORK EXPERIENCE

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Software Engineering Intern

Jun 2023 - Aug 2023

One Medical (Amazon)

- Achieved **21% reduction** in total **unit test runtime**, saving ~\$222k/year or **3086** engineering hours by removing **Ruby FactoryBot** calls, sharing objects during test creation, and optimizing test object creation
- Resolved over **500 linting issues** in Ruby on Rails, **enhancing** code quality of the **10,000 file codebase**
- Prototyped codebase health **dashboard** displaying categorized **Rollbar API** error counts for the past year
- Wrote hackathon proposal to **integrate** 3rd party **inventory system** for vaccine stock, helped design the proposed **pipeline**, and **parsed the data** from the 3rd party app into a **new database model**

Software Developer Intern

Dec 2021 - Sep 2022

Async Labs

- Developed **TypeScript** serverless cloud functions on **Google Cloud Platform** with **100% unit test coverage** for user **authentication** and **verification** across company's **entire suite** of products
- Designed a **TypeScript** microservice app for **Flutter-ESP32 integration** tests and firmware **stress testing**, **identifying 8 critical over-the-air update firmware bugs** that would have **bricked** whole line of IoT devices
- Resolved **week-long blockage** in **million-dollar** preventative health project by **debugging** and updating **bash & Node.js scripts** for device setup and quality assurance testing
- Utilized **Docker** for CI/CD GitLab runners for automated **unit testing**, **integration testing**, and **version deployment** for all 8 company products, **streamlining** device **testing** and ensuring code consistency
- Implemented **Flutter** web app with **BLoC architecture** to display dozens of **IoT** hand sanitizer station data

## PROJECTS

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SweetStack | React.js, TypeScript, Three.js, Rapier, Rune SDK

Dec 2023 - Present

- Engineer **multiplayer** capabilities for a team-based cake-stacking game, employing **React.js**, **TypeScript**, **Three.js**, and **React-Three-Rapier**, reaching a consistent average of **2,000 weekly players**
- Partner with a designer to **transform design concepts** and gameplay ideas into **functional** frontend components and **game mechanics**, ensuring seamless integration of **UI elements** and **gameplay features**

Job Postings Bot | TypeScript, Express, MongoDB, Cheerio.js, Discord.js

Dec 2021 - Feb 2022

- Deployed **TypeScript** Discord bot using **Discord.js** to scrape LinkedIn, posting **200+ entry level jobs & internships** weekly for a **200 member** student organization
- Employed **Cheerio.js** and **node-cron** to scrape Gmail inbox daily using **Gmail API** for new jobs
- Architected MongoDB **schema** and **scalable app architecture** to save any job title and experience level