Dylan Vu

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EDUCATION

University of California, Irvine (UCI)   **Expected Graduation: June 2024**

Computer Science (B.S.) - Systems and Software | UCI Alumni Endowed Transfer Award   GPA: 3.86

Coursework: Data Structures & Algorithms, Object-Oriented Programming & Design, Programming Languages

Hackathon Winner: LAHacks 2021, HackHarvard 2021, SBHacks VII, UCI WebJam 2022, UCI WebJam 2023, RoseHacks 2024, IrvineHacks 2024, QWER Hacks 2024

SKILLS

- **Languages:** TypeScript, JavaScript, Node.js, Python, SQL, Git, HTML, CSS, C++, C, Flutter, Dart, Ruby, Java
- **Frameworks & Tools:** React, Express, WebSockets, MongoDB, Firebase, JWT, Next.js, Selenium, Docker

WORK EXPERIENCE

Software Engineering Intern, One Medical (Amazon), Remote   **June 2023 - August 2023**

- Achieved 21% reduction in total unit test runtime, a cost-saving of ~$222k/year or 3086 engineering hours
- Resolved over 500 linting issues in Ruby on Rails, enhancing code quality of the 10,000 file codebase
- Explored a codebase health dashboard proof-of-concept by integrating the Rollbar API to fetch, filter, and display error counts within the past year using a Ruby script
- 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, Ansync Labs, El Dorado Hills, CA   **December 2021 - September 2022**

- Developed TypeScript serverless cloud functions on Google Cloud Platform with 100% unit test coverage for user authentication and verification to be applied across company's entire suite of products
- Designed a TypeScript microservice app to run 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 usage statistics to market company's newest IoT device to potential customers

PROJECTS

SweetStack (ReactJam Winter 2023 Honorable Mention)   **December 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 (UCSB American Institute of Chem. Engineers)   **December 2021 - February 2022**

- Deployed TypeScript Discord bot 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 a scalable Gmail-based architecture to enable any new keywords for any job role and experience level on LinkedIn by only forwarding emails