Dylan Vu

Irvine, CA ◆ (916) 837-6779 ◆ dylanvu9@gmail.com ◆ vu-dylan.github.io/ ◆ linkedin.com/in/dylanvu9

EDUCATION:

University of California, Irvine (UCI)   Expected Graduation: Jun. 2024

- Computer Science (B.S.)   GPA: 3.88
- **Selected Coursework:**

  Data Structures, Object-Oriented Design, Assembly, Discrete Math, Linear Algebra, Differential Equations

University of California, Santa Barbara (UCSB)   Aug. 2019 - Sept. 2021

- Chemical Engineering (B.S.)   GPA: 3.88

EXPERIENCE:

Software Developer Intern, Ansync Labs, El Dorado Hills, CA   Dec. 2021 - Sep. 2022

- Coded Google Cloud Platform (GCP) serverless cloud functions in TypeScript with 100% coverage in unit tests
- Designed object-oriented TypeScript Node App manager to run Flutter-ESP32 integration tests and ESP32 firmware stress testing on company device farm using inheritance, polymorphism, and abstract classes
- Programmed custom command-line interface Node Package Manager (NPM) package for unit and component testing environment setup to assist developers and pioneered future creation of private NPM packages
- Advanced a blocked $1.7 million client project by troubleshooting and updating both bash scripts for the setup of a preventative health full-body scanner booth and Node.JS scripts for Quality Assurance
- Set team-wide testing organization and standards for unit, component, integration testing, and documentation
- Utilized Docker and set up CI/CD GitLab runners for automated unit testing and automatic package publishing
- Attended standups and code reviews and track issues through GitLab following team development process

SELECTED PROJECTS:

F•sync (HackHarvard 2021 Hackathon Submission)   Oct. 2021 - Apr. 2022

- Awarded "Most Creative Hack Using Twilio" for a sustainable inventory software 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

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

ORGANIZATIONS:

UCSB American Society of Chemical Engineers (AIChE)   Oct. 2020 – Present

- Implement a TypeScript Job Postings bot to provide 200+ weekly Entry Level and Internship jobs to members
- Create and maintain Discord bot to engage 50+ members with "Questions of the Day" using Node.js, MongoDB
- Code a serverless backend in Next.js deployed on Vercel to schedule lab reservation time slots for projects

TOOLS & FRAMEWORKS:

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