Dylan Vu

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EDUCATION

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

Computer Science (B.S.) - Software and Systems GPA: 3.87

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

TOOLS & FRAMEWORKS

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

EXPERIENCE

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

- Reduced total unit test runtime by 21%, saving ~$222k/year in developer time or 3086 engineering hours
- Fixed over 500 linting issues in Ruby on Rails plaguing 10,000 file Electronic Health Record codebase
- Explored feasibility and implementation of a codebase health dashboard by integrating the Rollbar API to fetch, filter, and display error counts within the past year using a Ruby script
- Wrote hackathon project proposal to integrate 3rd party inventory system for vaccine stock with the company codebase, helped design the new 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**

- Coded Google Cloud Platform (GCP) serverless cloud functions in TypeScript with 100% unit test coverage for user authentication and verification used throughout company's entire suite of products
- 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 dozens of internet-of-things (IoT) hand sanitizer station usage statistics to market company's newest IoT device to potential customers

HACKATHONS

F•sync (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 (Los Angeles 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