

# Dylan Lu

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## Education

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### Bachelor of Science (B.S.) in Computer Science

06/2028

*University of California, Santa Barbara*

The College of Creative Studies (CCS) is a highly selective honors program for Computer Science

GPA: 4.0

## Experience

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### Embedded Software Intern

05/2022 – 08/2022

*Atmosic Technologies*

- Spearheaded a new QA process for a startup in the Bluetooth-Low Energy chip industry
- Developed an automated system in C and Python to detect faulty parts in PCBs (3x faster than before)
- Conducted range tests for customer prototypes, including Google's batteryless remote

## Projects

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### VR Chinese Learning Game

01/2025 – Present

*Zombie Survival with Realtime Chinese Conversations*

- Integrated OpenAI's Realtime Speech API with Unity VR
- Built a Node.js backend to pipe audio via WebSockets

### 3D Reconstruction of Ping Pong Footage

10/2024 – 01/2025

*Turn ping pong videos into 3D scenes*

- Trained an R-CNN model in PyTorch to track the ball, table, and players
- Integrated monocular SLAM to capture 3D human motion
- Advised by Prof. Phil Conrad at UCSB

### Bluetooth "FasTrak" System for Lunch Lines

01/2023 – 09/2023

*Founded LunchTrak LLC*

- Developed and manufactured Bluetooth tags to automate lunch line payments
- Wrote device firmware in C and designed PCBs using Atmosic's Bluetooth SoC
- Collaborated with Palo Alto Unified School District to pilot with high schoolers; sold 75 Bluetooth tags

## Skills

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### Machine Learning

PyTorch, OpenCV, NumPy

### Programming

Unix, Python, C++, Git, JavaScript, OOP

### Full Stack Development

React/Next.js, TailwindCSS, and Supabase

### Game Development

2D/3D, VR, and iOS games with Unity