# Dennis Lustre

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## EDUCATION

**University of California, Irvine**                     September 2020 - June 2024
*Bachelor of Science in Computer Science*                                      *Irvine, CA*

- **GPA**: 3.63/4.0 (8x Dean's List)
- **Leadership & Involvement**: ICS Student Council Projects Committee, FUSION (Filipinx Undergraduate Scientist-Engineers in an Organized Network)
- **Courses**: System Design, Data Structures & Algorithms, Intermediate C++

## EXPERIENCE

**Software Engineer**                                      March 2025 - Present
*Fuerte (Startup)*                                                              *Hybrid*

- Joined as 1st engineer to develop a **React Native** app for professional networking and event scheduling for the healthcare industry, working closely with a lean startup team to implement new features in sprints.
- Created a **TypeScript** monorepo and CI/CD workflows, enabling swift full-stack development and automatic deployments to **AWS** and app stores.
- Implemented real-time features with **Pusher**, driving user engagement by displaying instant feedback for in-app messaging, event updates, and social network interactions.
- Utilizing **Sentry** and **EAS** for troubleshooting bugs and shipping fixes to production same day.

**Software Developer**                                   May 2024 - November 2024
*Boundary Remote Sensing Systems (Startup)*                                     *Remote*

- Built an automation pipeline in **Python** to generate reports with data visualizations tailored to geospatial data.
- Designed and implemented a **React** app for analyzing 3D geospatial data by integrating **Cesium** and interfacing with backend services using **Zustand**.

**Software Engineer Intern**                             July 2023 - July 2024
*Thaddeus Resource Center*                                                      *Remote*

- Migrated a legacy Webflow app to **Next.js**, halving website costs.
- Managed a team of 6 web developers and accelerated their development by building a CI/CD pipeline, automating tests, builds, and deployments for staging and production using **GitHub Actions**.
- Assisted business operations by developing admin dashboards with **React** and **Firebase**.

## PROJECTS

**Kafka Broker Implementation** | *Rust* | GitHub

- Developed a Kafka broker that supports message consumption and partition listing.

**Gesture-Controlled Robot Arm** | *C++, Arduino* | GitHub

- Led development of embedded software for a gesture-controlled robot arm using **Arduino** microcontrollers, Bluetooth modules, and flex sensors.
- Won 1st place and 2 additional awards at the FUSIONCon competition: **Sponsor's Choice** and **Most Innovative Design**.

**Redis Implementation** | *Elixir* | GitHub

- Implemented a Redis server with support for RDB persistence and replication.

**Geospatial Web Game** | *TypeScript, React.js, Tailwind CSS* | GitHub

- Developed a browser game in 24 hours, utilizing a reverse geocoder to generate geospatial clues for players to guess Orange County cities.
- Won 2 awards at Data@UCI's Datathon competition: **People's Choice** and **Best Use of Melissa Data API**.

## TECHNICAL SKILLS

**Programming Languages**: JavaScript, TypeScript, C, C++, C#, Java, OCaml, HTML
**Technologies**: PostgreSQL, Node.js, Linux, Docker, AWS
**Other**: Visual Studio, Bash Shell Scripting, Powershell, GitLab, Agile, Scrum, Jira (Kanban)