Ting Pan

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EDUCATION

The University of Texas at Austin   *Austin, Texas*   Aug 2018 – May 2020
- Master of Science in Information Studies
- Specialization in Data Science & Human-Computer Interaction

China University of Mining and Technology (CUMT)   *Xuzhou, China*   Sept 2013 – June 2018
- Bachelor of Architecture
- Study-abroad scholarship, Outstanding student, and the 1st/2nd Prize Merit-Based Scholarship of CUMT

University of Western Australia (UWA)   *Perth, Australia*   July 2016 – Dec 2016
- Exchange student, major in Fine Arts & Architecture

EXPERIENCE

Graduate Research Assistant in Virtual Reality Lab   *UT Austin, TX*   Jan 2019 –
- Developing VR game for children in Unity environment.

Volunteer Research Assistant in Image and Video Computing (IVC) Group   *UT Austin, TX*   Jan 2019 –
- Involving in the development of accessible websites to support AI challenges.

Volunteer in CHINA GATHERING @ SXSW   *Austin, TX*   Dec 2018 – Mar 2019
- Helping with media pitch and web development; introducing SXSW events to China through storytelling.

Internship in Institutional Accreditation and Effectiveness Team   *UT Austin, TX*   Oct 2018 – Dec 2018
- Conducted Peer Institution Research to improve information governance and data management across campus.

Internship in Qian Cang Network Technology Co. Ltd   *Xi'an, China*   Apr 2018 – Aug 2018
- Performed as a graphic designer that helped with website design and poster design.

PROJECT

CHINA GATHERING @ SXSW Web Development   *Austin, TX*   Jan 2019
- Applied design strategy to improve user interface design and helped with front-end web development.

Data Visualization Project for IEEE Pacific Visualization 2019 Competition   Dec 2018 – Jan 2019
- Collected food and nutrition data and developed a website to present our storyboard and data visualization.

Spatial Exploration – AR Game for Children Education (Course Project)   *Austin, TX*   Oct 2018 – Nov 2018
- Designed the game content and interface independently; wrote a paper to scientifically explain design strategy.
- Continuing to work on the game development using Unity and Xcode since Dec 2018 (personal project).

Austin Animal Adoption Website (Course Project)   *Austin, TX*   Aug 2018 – Nov 2018
- Used Python Flask to establish the database and website; applied CNN model to extract animal feature.

LEADERSHIP ACTIVITIES

President of Campus English Radio Station, CUMT   Sept 2014 – July 2015
- Applied new media (App & online radio website) to promoting the publicity of our programs.
- Collaborated in the planning and implementation of school activities, like the debate competition and MUN.

SKILLS

- Adobe Creative Suit (Photoshop, Illustrator, Premiere), Modeling and Rendering (Sketchup, Rhinoceros, V-Ray)
- Programming: Python, Java, Swift, JavaScript, HTML, CSS, Processing, Visual Basic
- Language: Chinese, English, Japanese (intermediate)