

Erwin Pan

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EDUCATION

California State University Long Beach

B.S. Computer Science, GPA: 3.76

Long Beach, CA

May 2024

PROJECTS

Virtual Dress-Up App | Android Studio, Kotlin, Git, Cloud Firestore, NoSQL

AUG 2023 – PRESENT

- Developed an Android application utilizing API to allow users to dress their virtual models with outfits.
- Integrated Revery.AI's API methods for model and outfit uploads, and Request Try-on Outfit requests.
- Implemented Firestore Database for storing user account information, model data, and outfit records.
- Designed Outfit Try-On feature for users to mix and match outfits on virtual models using ReveryAIClient API calls to retrieve and dynamically render outfits onto models.
- Created a Gallery feature to store/remove users' saved outfits, synchronized with Firestore Database, which utilizes Adapter class to bind ModellImageURLs onto RecyclerView to be displayed on the page.
- Implemented a Calendar feature for users to schedule outfits on chosen dates, and stored data into Firestore Database.

Text-Based Pokemon Game | Visual Studio Code, Java, Git

AUG 2021 – NOV 2021

- Developed an interactive text-based console application Pokemon game that engaged players in a captivating adventure.
- Implemented a dynamic map system allowing players to navigate between 2D 5x5 matrix text-plane, where players encounter randomized Pokemons or Cities.
- Implemented a function to generate randomized Pokemon instances for player encounters, leveraging data from a file and stored in a hashmap, with adjustable stats based on player level.
- Implemented buffs and debuffs for Pokemon instances, modifying attributes such as attack and HP according to their types.
- Programmed a Trainer class that manages a player's attributes such as money, their Pokémon collection, movement on a map, and other actions such as engaging in battles.

Chadify | Android Studio, Kotlin, Git, Cloud Firestore, NoSQL

JUL 2023 – AUG 2023

- Developed an android application to create workout programs designed to help users achieve their fitness goals.
- Designed a user-friendly notepad-style interface for organizing workout plans by specific muscle groups, synchronized with Firestore Database for efficient storage and retrieval.
- Implemented ViewModels to facilitate the display of each muscle group on the main page, allowing users to add their workout plans to each muscle group.
- Used CRUD implementation to manage exercises within each muscle group.

TECHNICAL SKILLS

- **Programming Languages:** Python, Kotlin, C++, Java, CSS, HTML, JavaScript, SQL, NoSQL, Block-based Coding
- **Technologies:** Git, AndroidStudios, Visual Studio, DataGrip, Firestore Database, Shopify, LEGO Spike Prime, LEGO Education SPIKE App