

Erwin Pan

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EDUCATION

California State University Long Beach

B.S. Computer Science, GPA: 3.76

Long Beach, CA

May 2024

EXPERIENCE

STEAM Education Program Coordinator | CAM EDU, El Cajon/La Habra/Fullerton, CA

AUG 2025 - PRESENT

- Coordinate and support CS-focused STEAM programs across multiple sites, aligning instruction with learning goals and standards.
- Onboard and guide new instructors in delivering consistent, age-appropriate computer science content.
- Act as a liaison between instructional staff and leadership, managing schedules, materials, and classroom logistics.
- Monitor program effectiveness, share best practices in CS education, and occasionally co-teach to ensure continuity.

Tech & STEAM Program Instructor | CAM EDU, Buena Park/Fullerton, CA

NOV 2024 - AUG 2025

- Design and deliver engaging Python programming lessons, emphasizing fundamental concepts and game creation.
- Create and deliver interactive Code Block lessons in video game development using platforms such as Vex Code and Scratch.
- Develop and teach curricula for building and programming VEX robots, focusing on advanced robotics skills.
- Instruct 3D design and printing classes, incorporating design principles and methodologies in 3D printing.
- Manage and instruct a diverse classroom of 20+ students, creating engaging and productive learning experiences across different districts.

PROJECTS

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

AUG 2023 – MAY 2024

- Developed an Android application utilizing Revery.AI's API to allow users to dress their virtual models with outfits.
- Implemented Firestore Database for storing user account information, model data, and outfit records.
- Designed Outfit Try-On and Gallery features for mixing, matching, and saving outfits, with dynamic rendering and RecyclerView integration.
- Implemented a Calendar feature for users to schedule outfits on chosen dates, and stored data in the database.

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

AUG 2021 – NOV 2021

- Developed a text-based Pokemon game featuring a dynamic 2D map (5x5 matrix) for player navigation, where players encounter randomized Pokemons or Cities.
- Implemented functions to generate and manage randomized Pokemon instances with adjustable stats.
- Implemented buffs and debuffs for Pokemon instances, modifying attributes such as attack and HP based on types.
- Programmed a Trainer class that manages player attributes, Pokemon collection, map movement, and battle engagements.

TECHNICAL SKILLS

- **Programming Languages:** Python, Kotlin, C++, Java, CSS, HTML, JavaScript, SQL, NoSQL
- **Technologies:** Git, Android Studio, Visual Studio, DataGrip, Firestore Database, Shopify, Bootstrap