

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

Robotics Lead Instructor | US Engineering League, Upland, CA

SEPT 2024 – PRESENT

- Manage and instruct a diverse classroom of 20+ students, creating an engaging and productive learning environment.
- Deliver comprehensive programming education to K-12 students, fostering a deep understanding and passion for coding.
- Design and implement captivating robotics programs that inspire and develop students' programming skills.
- Oversee inventory and equipment, ensuring all resources are readily available and in optimal condition for educational activities.

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.

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 for 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