Erwin Pan

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EDUCATION

California State University Long Beach   **Long Beach, CA**
B.S. Computer Science, GPA: 3.76   **May 2024**

EXPERIENCE

Robotics Lead Instructor | US Engineering League, Upland, CA   **SEPT 2024 – NOV 2024**
- 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.

Tech & STEAM Program Instructor | CAM EDU, Buena Park/Fullerton, CA   **NOV 2024 - PRESENT**
- Led classes of 20+ students from TK to 8th grade, ensuring engaging and high-quality classroom experiences across different sites and districts.
- Catered to special needs students by adapting curriculum and classroom setups to meet diverse technical and social needs.
- Developed and implemented comprehensive programming and tech-based curricula for year-round programs.
- Built strong partnerships with schools, community groups, and stakeholders through clear and effective communication.

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, Block-based Coding, Scratch

- **Technologies**: Git, AndroidStudios, Visual Studio, DataGrip, Firestore Database, Shopify, LEGO Spike Prime, LEGO Education SPIKE App, VEX, 3D Design/Modeling, Tinkercad