Erwin Pan

erwin.pan.work@gmail.com | linkedin.com/in/erwin-pan/ | github.com/Conner7775

EDUCATION

California State University Long Beach <div align="right">**Long Beach, CA**</div>
B.S. Computer Science, GPA: 3.76 <div align="right">**May 2024**</div>

EXPERIENCE

Tech & STEAM Program Instructor | CAM EDU, Buena Park/Fullerton, CA — **NOV 2024 - PRESENT**
- 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.
- Oversee inventory and equipment, ensuring all resources are readily available and in optimal condition for teaching.

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.

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.

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, AndroidStudios, Visual Studio, DataGrip, Firestore Database, Shopify