Cheng (Charles) Pan

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EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY — Dec 2023
Bachelor of Science, Computer Science, GPA: 3.783
Minor in Game Engineering, and Mathematics
Relevant Coursework: Applied Internet Technology, Interactive Computer Graphics, and Software Engineering

University of Connecticut, School of Engineering, Storrs, CT — May 2021
Major in Computer Science and Engineering, GPA: 3.941

TECHNICAL SKILLS

Coding Languages:	C, C#, C++, CSS, HTML, JavaScript, Python, Lua, GLSL, HLSL, SQL, Golang, Elixir
Software:	Unity3D, Sourcetree, SVN, VSCode, IntelliJ IDEA, Maya, ZBrush, Blender, Adobe Photoshop

EXPERIENCE

Client-Side Game Development Intern, ***Shanghai Yorha Technology Co., Ltd.,*** Shanghai, China — Jun 2023-Sep 2023

- Engineered and optimized frontend game features in Lua and C# within the Unity engine, focusing on performance, maintenance, and resolution of software defects.
- Administered SVN (Subversion) for enhanced version control and facilitated effective team collaboration.
- Contributed to project iterations developing feature logic for user interfaces and conducting comprehensive testing, ensuring high-quality outputs.
- Collaborated with project leaders, designers, and developers, and participated in weekly progress meetings to maintain seamless workflow and address emerging issues promptly.

Client-Side Game Development Intern, ***Perfect World Co., Ltd.,*** Shanghai, China — Jul 2022-Aug 2022

- Devised and implemented Python test scripts utilizing AirtestIDE for Quality Assurance and gained proficiency in front-end game development with the Unity Engine using TypeScript.
- Integrated advanced concepts such as asynchronous equations and encapsulation of third-party plugins and SDKs like DOTween.
- Collaborated with project leaders and developers and attended weekly meetings to present progress reports, ensuring alignment with project goals and timely resolution of issues.

PROJECTS

Morph: a platformer game (C#), New York University — Spring 2023

- Developed, implemented, and revised game framework, features, and assets including sprites and animations in C# within the Unity engine; resolved bugs and utilized GitHub for version control, responding to iterative weekly feedback.
- Collaborated with a team of five to document game design and process, facilitating a systematic workflow and presenting weekly progress and game demos to a class of 30.
- Organized and conducted playtests, gathering critical feedback to refine gameplay experience and address game defects.

Procedural Planet: a game utilized unity shader (C#, HLSL), New York University — Spring 2023

- Implemented and generated 3D mesh, utilizing Perlin and Voronoi noise maps to simulate dynamic terrain and ocean environments, enhancing visual aesthetics and gameplay realism.
- Developed a user-friendly interface allowing for customization of various factors in calculating vertex information, enabling users to generate diverse visual looks and styles for the terrain.

ACTIVITIES

Game Jam (Collaborated with team of four to design games of specific theme) — Jan 2022 - Present