

Ivan Pan

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EDUCATION

MCMASTER UNIVERSITY SOFTWARE ENGINEERING AND MANAGEMENT

Expected May 2019 | Hamilton, ON
Cum. GPA: 3.9 / 4.0
Dean's List (All Semesters)

VICTORIA PARK C.I.B

Grad. May 2014 | Toronto, ON

LINKS

Github:// [ivansgit](#)
LinkedIn:// [ivan-pan](#)

COURSEWORK

UNDERGRADUATE

Linear Optimization
Large System Design
Theory of Computation
Parallel Computing
Functional Programming
Data Structures And Algorithms
(Teaching Asst)

INDEPENDENT

Machine Learning - Stanford Open Course
Introduction to Robotics - Stanford Open Course

SKILLS

PROGRAMMING

Over 5000 lines:
Java • Shell • JavaScript
React Native • Python • SQL
Over 1000 lines:
C • C++ • PHP • C#
Familiar:
Swift • Android • PHP

EXPERIENCE

MANULIFE FINANCIAL | SOFTWARE ENGINEER

May 2017 – Sep 2017 | Waterloo, ON

- Developed internal application using Jira API and React to track issues
- Led customer demos presenting solutions to various stakeholders
- Fixed bugs and improved UI on Manulife's group benefit website
- Winner of Manulife's Redlab Innovation Challenge introducing peer-to-peer bank transfers presenting solution to VPs

TORONTO TRANSIT COMMISSION | QUALITY ASSURANCE ANALYST

Jun 2016 – Dec 2016 | Toronto, ON

- Authored VBScripts to create formatted test plans and analyze provided data
- Queried the back end using MySQL to verify test cases and uncover defects
- Isolated, and replicated defects to ensure consistency before reporting issue
- Ensured that validated deliverables met functional and design specifications and requirements

N-DIMENSIONS SOLUTIONS | FULL STACK DEVELOPER

Apr 2015 – Aug 2015 | Toronto, ON

- Authored an analytics and control platform for IDS nodes increasing efficiency of the support team
- Reduced page rendering time over 10x through implementing Redis caching
- Developed data analysis algorithms to detect statistical anomalies and generate notifications

PROJECTS

ROCKET | REACT NATIVE APP

Jun 2017 – Present | Toronto, ON

Created a react native app for Toronto Commuters to take the subway with more efficiency.

Launching in March of 2018

HOLOBODY | UNITY AR APPLICATION

Jan 2017 – May 2017 | Hamilton, ON

Educational app using augmented reality to project 3D holographic models of the human anatomy. Created using Vuforia SDK, Unity and, C#

Awarded 1st Place Overall at McMaster's DeltaHacks III

Finalist of Forge Startup Competition and was offered spot in incubator

AWARDS

2017	2 nd	Hack Harvard
2017	1 st	Delta Hacks III
2016	1 st	Local Hack Day
2016	2 nd	Accuweather Hackathon
2014	2 nd	Deca Provincials Marketing

OTHER ACTIVITIES

2016	Participant	Toronto Waterfront Marathon
2014	International	First Robotos Competition
2014	ICDC	Deca Marketing