

IRIS PAN

Canso Cr. Richmond, BC

C: (778) 770 4519

zp@ualberta.ca

Website: katzesama.github.io

EDUCATION

University of Alberta, Edmonton — B.Sc. Specialization in Computing Science

Sept. 2015 - April 2019

Relevant course: Software Engineering, Web applications and architect, Database

SKILLS

- **Programming:** Python, JavaScript, Java, SQL, HTML, C#, CSS
- **Frameworks:** Django, Android Studio
- **Languages:** Mandarin, Cantonese, English, Japanese, French
- **Editors:** Atom, Visual Studio
- **Game Engine:** Unity, Love2d

PROJECTS (School Projects)

HabitRabbit — An android app

- Develop a social app with Android Studio in a team.
- The app allows the user to create an account. Within the account, the user can add, edit and delete habits(i.e. walk the dog daily, write a letter twice a week). User can add and locate an event(use google maps api) under a habit(i.e. walked the dog on July 5th). Users can also search for other users and follow them.
- This project used Java and Elasticsearch to manipulate the objects on the server. This project is based on Object-Oriented concept.
- My role: Designed the basic UI and the whole structure of the app, documented UML, Use Cases and etc., coded with Android Studio(mainly on the edit habit, event parts), debugged.

Anatomy Pathway — A Web-based project

- A web-based project that allows the instructor to create an online quiz for educational use.
- The instructor can create questions for the quiz. He/she can insert an image for a question and highlight and tag an area on the image. Each question comes with multiple choices.
- It is developed in a team and used Django.
- My role: Communicated with the client, planned the scheduled, distributed tasks, designed UI and the whole structure, documented UML, Use Cases and etc., coded both front end and back end(Javascript, HTML, Python), debugged, wrote testing scripts

IRIS PAN

Canso Cr. Richmond, BC

C: (778) 770 4519

zp@ualberta.ca

Website: katzesama.github.io

PROJECTS (Personal Projects)

Slime Adventure — Unity-based game project

- A simple game. User controls a slime to eat cakes and avoid some dangerous places.
- The player's goal is to earn enough points by eating cakes so that the game can process to the next level.

Delivery — A Web-based project

- A web-based project that allows the seller to create menus and receive orders online.
- It also allows the customers to order food online.
- Developed in Django and it is deployed to AWS running on an EC2 Instance. The app is ready to be used.

Note: for more personal projects please visit my personal website:

<https://katzesama.github.io/>

VOLUNTEER

English Conversation Club, University of Alberta — *Volunteer*

Sept. 2018

- Introduced University cultures to a group of two to four Japanese students in English
- The event took around two hours

INTERESTS & HOBBIES

Fitness, Arts(drawing and singing), Reading, Games, Cooking