Iris Pan

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EDUCATION BACKGROUND

University of Alberta   Sept. 2015 – May 2019
Bachelor of Science   Edmonton, AB
- With specialization in Computing Science
- Relevant courses: Software Engineering, Web Applications and Architecture, Database, AI

TECHNICAL QUALIFICATIONS

- Fluent in programming languages such as **Python**, **JavaScript, SQL, CSS** and **HTML**
- Experience in programming languages such as **Java, C#, C++, Lua**
- Frameworks: **Django** and **Android Studio**
- Game Engines: **Love2d, Unity**
- Environments: **Linux, Mac OS**
- Version control tools: **GitHub**
- Trilingual in **Mandarin, Cantonese** and **English** and know **Japanese**

PROJECT EXPERIENCE

Delivery   June 2020 – Aug. 2020
Self-Employment   Richmond, BC
Technology: Python, JavaScript, Bootstrap, HTML, CSS, Django, AWS, REST framework, SQL, Ajax
Summary: Personally created a web app that allows a business to create menus and receive orders online. It also allows the customers to specify a delivery online. The scope of the project included the following:
- Designed the Storyboard that satisfied the client's requirements
- Created model classes using Sqlite3 Database
- Used REST framework for REST API
- Worked on front-end in JavaScript, HTML, CSS and using Ajax. Also worked on back-end in Python.
- Used Bootstrap and made the web pages more consistent on style
- Wrote back-end tests using Django Testcase
- Set up an AWS EC2 instance and deployed the app to the instance

Achievements: The client was impressed by the solutions I provided and the final product I presented to him. The product met his requirements exactly.

Slime Adventure   Sept. 2020 – Sept. 2020
Personal   Richmond, BC
Technology: Unity, C#
Summary: A simple game. Player 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.
- Designed the game levels, states and scenes
- Searched the 3D models and sounds in Unity asset store
- Developed the game on Unity using C# language

Anatomy Pathway   Oct. 2018 – Dec. 2018
University of Alberta   Edmonton, AB

Technology: Python, JavaScript, Bootstrap, HTML, CSS, Django, SQL, Selenium, Ajax

Summary: Software Process and Product Management Course. Worked with an external client to develop a web app for an instructor to create an online quiz for educational use.The instructor can create questions for the anatomy quiz. He/she can insert an image for a question and highlight and tag an area on the image. Each of the questions comes with multiple choices.The project team of three students. Project highlights:

- Designed and documented the Use Cases and Storyboard and met the client's requirements
- Communicated with the client, demonstrated new features to the client whenever possible
- Distributed tasks and planned schedule. Delivered the product on time based on the schedule
- Designed and documented UI and the UML diagrams, created model classes
- Worked on front-end in JavaScript, HTML, CSS and using Ajax. Also worked on back-end in Python, programmed in pairs
- Wrote front-end tests using Selenium and saved time on debugging

Achievements: Successfully delivered the final product to the client. The client loved and was satisfied with the product.

HabitRabbit   Oct. 2017 – Nov. 2017
University of Alberta   Edmonton, AB

Technology: Java, Android Studio, Elasticsearch

Summary: Created a mobile app that allows the user to create an account in a 6 students team. The app allows the user to add, search, edit and delete habits (i.e.walk the dog daily, write a letter twice a week, grocery shop, etc). Using Google Maps API added functionality which allowed the user to add a location to the event. The user can also search for other users and follow them. Project highlights:

- Designed the basic UI, the StoryBoard and the UML diagram
- Designed and documented viable Use Cases
- Implemented Object classes, the EDIT habits and events
- Leveraged Google Maps API to create an events map and made the function look fancier
- Designed test cases and coded testing scripts
- Designed and wrote the basic Elasticsearch script in Java and connected to the server. Used user id to connect user, habit and event classes instead of composition to avoid the recursive fetch
- Implemented OOP (Object-Oriented) concepts

Achievements: Met all the requirements and user stories. Successfully presented the final product to the class without any bugs.

Boy's Adventure   Oct. 2017 – Nov. 2017
University of Alberta   Edmonton, AB

Technology: 3Ds Max

Summary: Wrote an interesting plot and made the story into a 3D animation 3 minutes in length by using 3Ds MAX. The project team of three, successfully met the following objectives:

- Designed the plot and character. Made the animation can be finished in reasonable time but still interesting to watch
- Researched and integrated complex but free, 3D models online and created simple 3D models
- Used 3Ds Max to set up scenes and to render the animation

Achievements: Presented to the class. Classmates and professor were impressed by the story and they enjoyed the animation.

VOLUNTEER EXPERIENCE

- o English Conversation Club Volunteer – University of Alberta   Sept. 2018 – Sept. 2018

EXCELLENT REFERRALS AVAILABLE UPON REQUEST!