

# ZHEN YI PAN

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## EDUCATION

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### **Stony Brook University**

*Bachelor of Science, Major in Computer Science*

*May 2022*

GPA: 3.98/4.00

- **Awards/Scholarships:** Outstanding Academic Achievement Award, Dean's List, Presidential Scholarship, Diane D. Brink Scholarship
- **Relevant coursework:** Data Structures, Algorithms, Object Oriented Programming, System Fundamentals I & II, Fundamentals of Software Development, Programming Abstractions, Discrete Mathematics, Finite Mathematical Structures, Calculus I & II, Technical Communications

### **Brooklyn Technical High School**

*Advanced Regents Diploma with Honors*

*Sept. 2015 - June 2018*

## SKILLS

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<b>Programming Languages:</b>	Java, C, Python, P4, Ocaml, JavaScript, MIPS Assembly
<b>Technologies:</b>	ArcGIS, SEO, Blender, Autodesk Inventor, Adobe Photoshop
<b>Certifications:</b>	GCP: Core Infrastructure, GCP: Foundation, Autodesk Inventor

## RELATED EXPERIENCE

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### **2020 DIMACS REU (Rutgers University)**

*Undergraduate Researcher*

*May 2020 - PRESENT*

New Brunswick, NJ

- Designed a basic forwarding and control plane for BMv2 by studying 2 different sets of P4 language tutorials and applying numerous computer networking concepts
- Launched the Barefoot SDE on Rutgers University's programmable Tofino switch by debugging and resolving system specific errors
- Worked as part of a larger research effort intended to define mechanisms and policies that carve out university network resources to various users by programming routers appropriately
- Maintained a personal website to keep track of research progress

### **B.E.A.R. (Vertically Integrated Projects Program)**

*Undergraduate Researcher*

*Jan. 2020 - PRESENT*

Stony Brook, NY

- Contributed to the creation of the basic animation application by resolving existing issues and learning React, Node, Express, MongoDB, and GraphQL
- Collaborated with a team member on the software requirements specification for an animation application by closely observing existing animation software
- Experienced basic UI/UX design choices by constructing multiple website wire-frames for an animation application

### **CSE 220: System Fundamentals I (Stony Brook University)**

*Undergraduate Teaching Assistant*

*Jan. 2020 - May 2020*

Stony Brook, NY

- Prepared 30 students to succeed in the course by reviewing important lecture material and walking through many different practice problems
- Regularly helped 4-5 students with homework assignments and lecture material by holding two 90 minute sessions of office hours each week
- Maintained academic continuity of the course by grading exams, proofreading homework assignments, and proctoring quizzes and exams

## PROJECTS

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### **VoizTrainer (SBUHacks 2019)**

*Voice Training Web Application*

- Spearheaded a team of 4 in the development of a voice training web app that measures the decibels of a presenter and gives a warning when the decibels measured falls below a certain point
- Guided 2 team members on how to create a website by teaching them HTML and CSS