

ZHEN YI PAN

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EDUCATION

Stony Brook University

Bachelor of Science, Major in Computer Science

Dec. 2022

GPA: 3.99/4.00

- **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

SKILLS

Languages:	Java, Kotlin, JavaScript, TypeScript, C, Python, P4, Ocaml, HTML/CSS, MIPS Assembly
Technologies:	ArcGIS, SEO, Blender, Autodesk Inventor, Adobe Photoshop

RELATED EXPERIENCE

Epic Systems Corporation

Software Developer Intern

May 2021 - Aug. 2021

Verona, WI

- Sped up the workflow for nurses by implementing a highly requested activity, which allows lab orders (e.g., COVID tests) to be entered and edited on the Epic Rover mobile app
- Allowed mass testing to be performed efficiently in a non-conventional setting (e.g., parking lots) by designing and developing with rapid workflows as a top priority
- Designed and constantly improved the layout of the activity by leading design meetings and consulting with UX designers

2020 DIMACS REU (Rutgers University)

Undergraduate Researcher

May 2020 - Nov. 2020

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

Vertically Integrated Projects Program (Stony Brook University)

Undergraduate Researcher

Jan. 2020 - Dec. 2020

Stony Brook, NY

- Contributed to the creation of the basic animation application by resolving existing issues and learning React, Node, Express, and MongoDB
- 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

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