ZHEN YI PAN

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EDUCATION

Stony Brook University   *Dec. 2022*
Bachelor of Science, Major in Computer Science   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   *May 2021 - Aug. 2021*
Software Developer Intern   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)   *May 2020 - Nov. 2020*
Undergraduate Researcher   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

B.E.A.R. (Vertically Integrated Projects Program)   *Jan. 2020 - Dec. 2020*
Undergraduate Researcher   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)   *Jan. 2020 - May 2020*
Undergraduate Teaching Assistant   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