

Zhi Pan

Computer Science & Statistics



EDUCATION

SEP 2014 MAY 2018

UC Berkeley

CS / Statistics: Concentration on Machine Learning

SEP 2011 MAY 2014

Interlake High school

IB Diploma: Earned IB Diploma one year early (Sophomore – Junior). Spent senior year interning and taking college classes

T. +425-615-8907

W. zhi-pan.com

M. zhipan@berkeley.edu

A. 2400 Durant Ave Beverly Cleary Hall #338 Berkeley, CA94720



PROFILE

Random stuff: I like to take long walks on the beach, and by beach I mean my room, and by walk I mean programming. You can also find me loitering at Barnes and Nobles reading GQ and business books. I think school is outdated and we should all just self-learn everything from the internet. I also pirate all my textbooks. My life goal is to be a standup comedian but CS is currently paying the bills



WORK EXPERIENCE ·

4 MONS DEC 2014 CURRENT

GradeScope

Frontend Developer: GradeScope is an online platform for grading tests and assignments and is widely used at Berkeley and MIT. We're currently in the process of completely redesigning the webapp. As such, we've scrapped the majority of the frontend codebase and I've been rewriting it from scratch: translating the design direction of our lead designer into SLIM (templating language for HTML), SASS(extension of css), Jquery, and Rails. We're a small team of 10 people so I got to take on some of the key features such as the grading page, the metrics page, and the user home page.

9 MONS APR 2013 DEC 2014

ThinksterLabs

Product Owner / Frontend Developer: ThinksterLabs is a web development start-up most known for Lonely Giraffes, a social networking website, with 100,00+ users, geared towards the pop-cultured and meme-obsessed millennials. My role as the product owner of Lonely Giraffes is to really, really, really understand the end user. By analysing findings from customer development and user outreach, I formulate and advocate for features, improvements, and strategies that will lead to growth in key metrics.

14 MONS JULY 2013 AUG 2014

Anomo

Project Management Intern: Anomo is a social discovery app for introverts with an emphasis on privacy so that users, especially females, feel safe about meeting new people. I was the project lead on virality and match making, working closely with the CTO and development team to roll out user acquisition campaigns and community building features.

7 MONS JAN 2013 AUG 2013

Haiku

Assistant Manager / Server: Managed the company's yelp and Facebook accounts, designed promotional material, dealt with customer complaints, worked as cashier and server. Best job I ever had. Unlike software startups, working in the service industry puts you face to face with all of your customers. If you ever want to learn how to: deal with people, elicit feedback, develop relationships with customers, and A/B test (yes we ran tons of experiements!), go work at a resturant!



LANGUAGES

FRONTEND HTML, CSS, Javascript

FRAMEWORKS
Ruby on Rails, Jquery, AngularJs

 SCRIPTING / General Python, Java



HOBBIES

Getting shit done

Raising brand awareness

Monetization

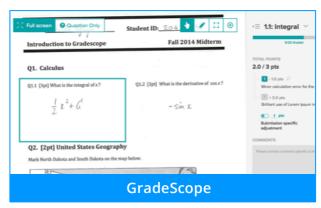
Increasing conversion rates

 Crossing people up in basketball then hitting them with a sick jumper

FAVORITE PROJECTS



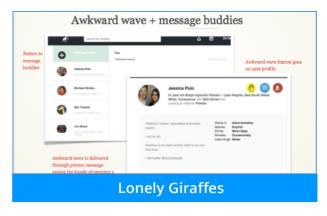
Statistics page to quickly show exam metrics



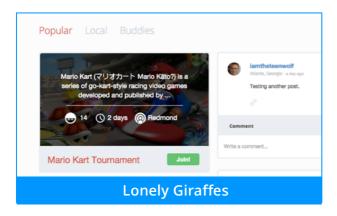
Grading page that maps rubric items (blue boxes) to the student answers (image). Includes a whole suite of grading functionality.



Part of our viral marketing campaign: Facebook Icebreaker game that allows users to play with Facebook friends, which ultimately led them to the app



Prototyping for the "Awkward Wave" our awkward imitation of the Facebook poke :)



Events card for showing events on the newsfeed.
Written using AngularJs



Python program to analyse tweets through sentiment analysis. Pulled tweets based on keywords (ie. 'coke', 'movies') and mapped their average sentiment to their state