



Alan Gan

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Education

University of Illinois at Urbana-Champaign, B.S., Computer Science Expected May 2019

Coursework

Introduction to Computer Science University Physics: Mechanics
Elementary Arabic I Calculus III

Professional Experience

INTERN, CUNY REAP PROGRAM, NEW YORK

JUNE - AUGUST 2013

Collaborated with college transfer students to analyze the ARDrone SDK to program the drone to respond to custom commands sent from an iPhone.

INTERN, DOUBLEBRIDGE TECHNOLOGIES, PRINCETON, NEW JERSEY

JUNE - AUGUST 2014

Developed a program that visualizes tree structures based on formatted input, and coordinated with professionals on implementing the program.

Extracurricular Leadership

KNIGHT OWLS ALL-MALE A CAPPELLA

SEPTEMBER 2014 - JUNE 2015

President

- Coordinated and directed rehearsals among a group of students aimed at learning several pieces of music.
- Communicated with supervisor on logistics regarding run-throughs and shows.

STAGE CREW

SEPTEMBER 2013 - JUNE 2015

Co-Chief

- Led and instructed students on the principles of designing and constructing a large set for annual fall and spring stage productions.

Personal Projects

TREE VISUALIZER

A program that converts a formatted text tree into a tree diagram.

AL-JUMP

A game developed in Java that simulates a ball bouncing on continually falling platforms, implementing real physics principles.

Skills

Comfortable with Java, HTML, PHP, Javascript and CSS