

Andy Pang, Software Engineer

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PROFILE

Results-driven computer science student from Cornell University passionate about developing intuitive front-end applications and games with a wide variety of languages and frameworks. Excellent problem-solving skills with 5+ years of experience in programming both individually and in a team. Seeking to grow and develop my own skills as a programmer and develop world-changing products as a software engineer.

EDUCATION

Aug 2021 — Present	Bachelor of Arts, Cornell University	Ithaca, New York
	<ul style="list-style-type: none">• Major: Computer Science• Minor: Physics• Relevant Courses: Functional Programming, Multivariable Calculus, Discrete Mathematics, Linear Algebra, Object-Oriented Programming & Data Structure	

SKILLS

Java	Flutter
Python	React.js
C#	Bootstrap
Swift	Unity
OCaml	MySQL
JavaScript	Firebase

EXPERIENCE

Jan 2020 — May 2021	IT Support Technician, Aiglon College	Vaud, Switzerland
	<ul style="list-style-type: none">• Helped students install school-based protocols and related software• Fixed hardware and software malfunctions on students' electronic devices• Hosted regular Q&A and provide support for students with queries in Computer Science courses	
Sep 2019 — May 2021	Tech Lead, Aiglon Development Team	Vaud, Switzerland
	<ul style="list-style-type: none">• Lead a group of skilled developers to build apps to serve 400+ students and staff• Developed a web-based pre-ordering app for community café using Google Apps Script and MySQL• Developed a mobile safety app that allows residential staff to check in with students when they leave the campus area with Swift and ChatSDK Framework	

PERSONAL PROJECTS

Jul 2022 — Aug 2022	Lumiere
	<ul style="list-style-type: none">• Created a full authentication system that allows user to log in, sign up, and log out with FirebaseAuth• Implemented UITableView and UIContextualAction that allows users to perform actions on entries in FirebaseFirestore• Allowed the users to upload and view multimedia content locally with the help of FirebaseStorage
Dec 2021 — Feb 2022	Pac-Man 3D
	<ul style="list-style-type: none">• Improved on the classic Pac-Man arcade game with Unity3D using the same game mechanics• Used fixed map with AI enemy ghosts that are controlled by Unity NavMesh Agents• Implements Post-Processing and Shader Graphs to create visual effects for a more immersive gameplay
Dec 2021 — Jan 2022	Running Square
	<ul style="list-style-type: none">• Unity3D game involving a cube that is constantly accelerating across a game board to reach a destination• Increasing difficulty as the game progresses with cube reaching a greater speed• Implemented different types of obstacles on a fixed path to introduce variety in gameplay while maintaining the difficulty