

# Andy Pang

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## EDUCATION

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Bachelor of Arts, **Cornell University**

2021 - Present

- **GPA:** 3.6 / 4.0
- **Major:** Computer Science, Physics
- **Minor:** Business
- **Relevant Courses:** Machine Learning, Functional Programming, Multivariable Calculus, Discrete Mathematics, Linear Algebra, Object-Oriented Programming & Data Structure

## WORK EXPERIENCE

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**Co-Founder, Tech Lead - Aiglon Development Team**

Jan 2020 - May 2021

- Developed a web-based pre-ordering app for community cafe using Google Apps Script and MySQL
- Built a mobile safety app that allows residential staff to check in with students when they leave the campus area with Swift and ChatSDK Framework
- Lead a group of skilled developers to build apps to serve 400+ students and staff

## PROJECTS

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**Lumiere Movies Tracker**

(Swift UIKit / Firebase)

- Created interactive view controllers with **Swift UIKit** that automatically fetches, displays, and update user-related data from **Firebase Firestore**
- Implemented user authentication and validation system using **Firebase Auth** to allow for **CRUD operations** on the database
- Designed the user interface on Figma and launched final product on App Store

**Pac-Man 3D Game**

(Unity 3D)

- Recreated the classic Pac-Man arcade game that can be played natively on Desktops
- Implemented AI enemy ghosts that are controlled by Unity NavMesh Agents that tactically follow the player
- Used Post-Processing and Shader Graphs to create visual effects for a more immersive gameplay

## SKILLS

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<b>Programming:</b>	Java, Python, C#, JavaScript, C++, Swift, Dart, OCaml
<b>Web &amp; Database:</b>	HTML, CSS, MySQL, Firebase
<b>Frameworks:</b>	ReactJS, Flutter, React Native, Swift UIKit, Bootstrap
<b>Technologies</b>	VSCode, Visual Studio, Xcode, Unity, Eclipse, L <sup>A</sup> T <sub>E</sub> X, Bash, Git
<b>Languages</b>	English, Cantonese, Mandarin, French