

# Andy Pang, Software Engineer

323B, Toni Morrison Hall, 107 Robert Purcell, Ithaca, 14853, United States, (347) 556-3499, cp487@cornell.edu

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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.

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## SKILLS

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

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## EDUCATION

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

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## EXPERIENCE

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

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## PERSONAL PROJECTS

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