

Daniel Pan

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Education

Georgia Institute of Technology, Atlanta, GA

May 2022 - Present

Computer Science, BS

Relevant Coursework: Design and Analysis of Algorithms, Data Structures & Algorithms, Computer Organization & Programming, Multivariable Calculus, Linear Algebra, Intro to Discrete Math

Technical Skills

Programming Languages: React, Java, NoSQL, SQL, Objective-C, C, Assembly, Javascript, HTML, CSS

Developer Tools: VS Code, Git, Bash, IntelliJ, Blender, Autodesk Maya, Half-Life Advanced Effects

Art: Proficient in sketch, charcoal, paint, oil in various media, such as two-point perspective and portraits.

Video Editing: Heavily experienced with MAGIX Vegas Pro 18, production level workflow for efficiency.

Professional Experience

Museum of Discovery and Science

October 2018 – June 2021

Software Engineer Intern

Ft. Lauderdale, FL

- Developed an augmented reality (AR) application in C with three other group members
- Used Autodesk Maya to model and animate various existing museum exhibits.
- Calibrated models in Unity to sync with foreground for smooth viewing through a mobile camera.
- Surveyed over 200 visitors' expectations to establish and meet application development goals.

Projects

iOS Tweak for Jailbroken Mobile Apple Devices | *Objective-C, Logos*

- Added a feature from iOS 12 – 14 to natively cycle through wallpapers instead just a static one.
- Using iOS frameworks and headers to hook onto existing classes to modify stock iOS functions.
- Improved understanding of handling mobile user events and essential memory management.
- Created a repository that has allowed over 1700 downloads of the .deb file thus far.
- <https://github.com/denialpan/DoABarrelWall>

Custom Platforming Gameboy Demo Game | *Assembly, C*

- Memory utilization to handle proper loading times and avoid lag.
- Use of techniques to avoid screen-tearing (V-sync) to efficiently draw sprites on screen.
- Gained knowledge of computer architecture and low-level programming concepts.

Personal Site | *React, NoSQL, Javascript, HTML, CSS*

- Site built with the React framework, while using Framer Motion library to handle page animations.
- Pages designed for both mobile and desktop viewing, blog supported by Google Firebase.
- <https://denialpan.github.io/portfolio/>

3D Blender Cinematic

- Currently working on a 3D cinematic for Counter-Strike: Global Offensive
- Use of proper camera timings, animations, and addons to create complex lighting and visual effects.
- Familiar with an efficient workflow to organize each element and composition.

Other Experience

President of the Coding Club at Marjory Stoneman Douglas Highschool, an organization with 300 members.