Daniel Pan
Work Authorization: U.S. Citizen

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Education

Georgia Institute of Technology   **May 2022 - Present**
Computer Science, BS   *Atlanta, GA*
Relevant Coursework: Design and Analysis of Algorithms (CS 3510), Data Structures & Algorithms (CS 1332), Computer Organization & Programming (CS 2110), Objects and Design (CS 2340), Introduction to User Interface Design (CS 3751), Introduction to Discrete Math (CS 2050), Multivariable Calculus (MATH 2551), Linear Algebra (MATH 1554)

Professional Profile

Accomplished undergraduate with extensive experience in multiple technologies. Highly adaptable to learning and refining skills to develop unique and effective solutions. Always insured that both personal and group projects are of high standard. Self-motivated and committed to upholding future company goals. Summary of experience as follows:

- Wide experience in React, Java, NoSQL, SQL, C, Objective-C, Assembly (LC3), JavaFX, Javascript, HTML, CSS
- Knowledgeable of handling user-based events and memory in iOS tweak development
- Proficient in Objective-C to modify elements of vanilla iOS 12 – 15
- Usage of framework Theos and WSL to build and compile custom code to run on jailbroken Apple devices
- Created and rigged 3D models used to showcase museum exhibits
- Implemented Unity and Autodesk Maya to develop a new Augmented Reality application for a science museum.
- Familiar and self-taught with popular IDEs, software, and production workflows: Visual Studio Code, IntelliJ, WSL, Git, Blender, Autodesk Maya, MAGIX Vegas Pro 18, Half-Life Advanced Effects, Agile

Professional Experience

Museum of Discovery and Science   **October 2018 – June 2021**
Software Engineer Intern   *Ft. Lauderdale, FL*
- Developed an augmented reality application in C to incorporate 3D models into the software.
- Utilized 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.
- Finished with a seamless experience for both museum administration and visitors when using the final product.

Projects

iOS Tweak for Jailbroken Mobile Apple Devices | *Objective-C, Logos*   **2021 - 2023**
- Developed a feature from iOS 12 – 15 to natively cycle through wallpapers instead of just the native static one.
- Used iOS framework Theos and headers to hook onto existing classes to modify stock Apple functions.
- Vastly improved handling mobile user events and memory/cache management.
- Recently collaborated with others to add new compatibility for rootless support on new current jailbreaks.
- Created and currently hosting a repository that allows over 1700 downloads for others to install on their devices.
- View and download at https://github.com/denialpan/DoABarrelWall.

Site Portfolio | *React, NoSQL, Javascript, Framer Motion, HTML, CSS*   **2023 - Present**
- 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.
- View at https://denialpan.github.io/portfolio/.

Custom Platforming Gameboy Demo Game | *Assembly, C*   **2022 - 2023**
- Memory utilization to handle proper loading times and avoid lag.
- Use of optimization techniques to avoid screen-tearing (V-sync) to efficiently draw sprites on screen.
- Gained knowledge of computer architecture and low-level programming concepts.

Discord Bot | *Java, JDA (Java Discord API)*   **2019 - 2020**
- One of my first programming projects to create a personal Discord bot with various commands to send, edit, and delete text and images. Displays help menu for available commands.
- Object-oriented workflow to keep code readable and modular to easily add, change, and remove features.
- Local database to store images by type, dimensions, and keywords for sorting and retrieval of over 1000+ images.
- Simple GUI to turn on and off the bot, set bot token, add images, and set keywords for those images.

3D Blender Cinematic | *Blender, Half-Life Advanced Effects, MAGIX Vegas Pro 18*   **2019 - Present**
- Currently working on a 3D cinematic for the game Counter-Strike: Global Offensive.
- Use of camera timings, animations, and third-party addons to enhance lighting and add visual effects.
- Familiar with an efficient workflow to organize each element and composition.