Daniel Pan

Work Authorization: U.S. Citizen

954-888-8739 danielpan987@gmail.com
linkedin.com/in/danielpan-/ denialpan.github.io/portfolio

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 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

Languages, frameworks, and scripting**:** React, Next.js, Java, JavaFX, Typescript, Javascript, Objective-C, Theos, C, HTML5, CSS
Software, libraries, and tools**:** Git, npm, Figma, Blender, HLAE, MAGIX Vegas Pro 18, Figma, Visual Studio Code, IntelliJ

iOS Tweak for Jailbroken Mobile Apple Devices | *Objective-C, Logos* **2021 - 2023**

- Developed a feature for 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.

Georgia Tech's Journal of Christian Thought | *React, Next.js, Typescript, Figma, Git, HTML5, CSS* **2024 - Present**

- Developed and implemented the frontend of a website for an emerging journal organization.
- Created static pages from a collaborative workflow in Figma, refining elements and their properties.
- Communicated with backend developers to access endpoints to get database information for dynamic pages.
- Debugging and building of the website, resolved dependency conflicts with `npm`, and managed version control with `Git`.
- View at https://gtagora.com.

Site Portfolio | *React, Javascript, Framer Motion, HTML5, CSS* **2023 - Present**

- Personal site built with the React framework, showcases my experience in frontend page development.
- Designed for easy desktop and mobile viewing.
- Dynamic light and dark mode, with smooth page animations and transitions to create a comfortable viewing experience.
- Currently in the process of linking site to use Django as a backend with SQLite and other relational databases.
- 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, JavaFX, JDA (Java Discord API)* **2019 - 2020**

- A personal Discord bot with various commands to send, edit, and delete text, video, and images.
- Introduction to an 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.
- View at https://github.com/denialpan/JoeBot.

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.
- Extremely familiar with Vegas Pro 18 and its various shortcuts and settings for quick navigation and a very efficient workflow. Capable of creating both simple and complex videos with appropriate amounts of VFX and SFX.
- Use of advanced custom camera tracking with HLAE to modify field-of-view, depth-of-field, timing, and curving.
- Importing, rigging, modelling, and texturing of models into Blender to create a personal distinct style of visuals and movement.
- Skills in node compositing to accentuate details, effects, and lighting to color correct renders.