

Elena Pan

(587)-890-1517 | elena.pan@uwaterloo.ca | elena-pan.github.io | github.com/elena-pan

EXPERIENCE

SOFTWARE ENGINEERING INTERN, The Energi Simulator | Nov 2020 – Present

- Created Unity application to render reservoir data in VR by generating meshes for 3D VTK data
- Working on developing machine learning algorithm to optimize colour transfer functions

ANDROID DEVELOPER, Women Empowerment League | Jul – Sep 2020

- Worked with CEO to design open-sourced Android app currently used by all staff and clients, with an appointment booking system, real-time chats, and user management
- Engineered MVVM architecture and databinding with Kotlin and Android Jetpack, integrated with a Firebase backend
- Implement user anonymity to protect client identities by censoring names

WEB DEVELOPER, DreamCatchers Foundation | Jun – Aug 2020

- Created Wordpress plugin to automate matching seniors with volunteers, reducing operation time by 50%
- Designed algorithm in PHP to generate pairings based on certain criteria from MySQL database queries

APPLICATION DEVELOPER INTERN, University of Calgary | Jul – Aug 2019

- Developed Python app to analyze auditory neural data in 3D, which was published in the Journal of Neuroscience Methods
- Leveraged SciPy and NumPy to process matrix and feed data into VTK pipeline to render neuron response

PROJECTS

3D MULTIPLAYER MONOPOLY ↗

- Leveraged Unity to build 3D Monopoly game with client networking integrated using Photon
- Designed data models and implemented C# scripts to direct flow of gameplay

SMART GARDEN ↗

- Created full-stack Android app built in React Native for automated plant care
- Engineered Node.js REST API with MongoDB cloud database
- Facilitated serial port communication between server and Arduino
- Implemented height detection using OpenCV

FITSPIRE | EXERCISE TRACKER ↗

- Published full-stack web app for fitness tracking using MERN
- Designed server Cronjob to send scheduled fitness challenges to users
- Implemented bearer authentication, email verification, and form validation

SKILLS

LANGUAGES: JavaScript • Python • C/C++ • Kotlin • Java • HTML • CSS

TECHNOLOGIES: Node.js • React • MongoDB • Express.js • Flask • Wordpress • Unity • GCP • Firebase

EDUCATION

UNIVERSITY OF WATERLOO, Candidate for Bachelor of Software Engineering (2020 – 2025)