ETHAN PANG

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OBJECTIVE

Computer science student seeking an internship to gain industry software engineering skills by contributing toward impactful projects and learning new technologies.

EDUCATION

University of California, Berkeley **June 2020 – Present (Graduation, May 2024)**

B.A. Computer Science | GPA: 3.8/4.0 | CAA Leadership Award Recipient

Relevant Coursework

- CS: Structure & Interpretation of Computer Programs
- EECS: Design Information Devices & Systems
- Multivariable Calculus, Differential Equations
- Python for Data Science - UCSD edX course

Spring 2021 Coursework

- CS: Data Structures and Algorithms
- CS: Intro to Algorithmic Thinking
- Discrete Mathematics and Probability Theory
- Foundations of Data Science

EXPERIENCE

FIRST Tech Challenge Robotics **August 2016 - June 2020**

- Built robots to compete in competitions using purchased, machined and 3D printed parts
- Used Java and Android Studio to program the robot to perform autonomously through sensor readings, computer vision, and mathematical algorithms and to respond to human input via a physical gaming controller
- Organized and lead team outreach efforts to spread industry awareness of FIRST robotics and teach STEM skills to others through public workshops, tech company tours, and mentorship of younger robotics teams
- Advanced to World Championships three of four years and served as team Co-Captain in the 2019-2020 season

IOS Development Internship **June 2019 - August 2019**

UCSC Summer Internship Program *Santa Cruz, CA*

- Contributed to the development of an IOS app designed to facilitate speech therapy for young children by implementing mini-games that respond to user's touch and voice input
- Used Adobe software to create animations for the application

Synopsys Science Fair **November 2018 - March 2019**

- Built an Arduino-controlled electronic device equipped with microphones for sound localization
- Used a pre-existing machine learning model to classify common urban-setting sounds
- Designed an Android mobile app to pair with the device via Bluetooth to provide a user interface

COSMOS **July 2017 - August 2017**

- Collaboratively built a software project under the mentorship of UCI Professor Martin Jaroszewicz
- Integrated gyroscopic input with IOS programming to create an app that can simulate sound in a 3D virtual environment using headphones such that sounds appear to originate from varying directions in the real world

Android App - Robotics Scorer **November 2017 - December 2017**

- Built a score-keeping mobile app to be used for the FIRST Tech Challenge robotics competition
- Learned how to use Android Studio to develop an app from scratch and improved Object-Oriented skills

SKILLS

- Programming Languages: Java, Python, Swift, SQL
- App Development: Android, IOS
- CAD: Solidworks, Autodesk Inventor
- Basic knowledge of machine learning concepts and statistical tools: scikit-learn
- Familiarity with Linux and version control (git and Github)
- Team-oriented: as evidenced by commitment and leadership in robotics