

Henry Pan

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SUMMARY

- Generalist with a diverse skill set and a passion for building products, from the design to the release and beyond.
- 4+ years of experience with independent game development, resulting in knowledge of project management, user interface and user experience design, teamwork and communication, and Agile development methodology.

EDUCATION

University of California, Santa Cruz

2013-2017

Bachelor of Science in Computer Science

Elective Coursework: Mobile Applications, Artificial Intelligence, Introduction to Software Engineering, Web Applications, Database Systems

SKILLS

Proficient Languages: Python, Java

Familiar Languages: Ruby, C, C++, HTML, CSS, JavaScript

Others: Android, Git, Scrum, PostgreSQL, Windows, Unix, Photoshop

EXPERIENCE AND PROJECTS

Studio Xehryn (Self) - www.xehryn.com

2014 - Present

Independent Game Development Studio

- Shipped three completed titles, with one game receiving over 13000 views.
- Created and maintained the website and its contents.

Gate of Providence

(Ruby) Game | Lead Developer, Director

- Collaborated with three other team members on a large project, with over 4300 hours of development time.

NutriFit

(Java) Android Application | Front-End Developer, Scrum Master

- Designed and developed the front-end of the Android application.
- Coded the fitness tracker and resistance training calculator for users' ease of use.

IFEI - Interactive Fiction Engine and Interpreter

(Haskell, Java) Game Engine | Developer

- Designed the overall design of the application, which was used to develop two separate programs with identical functionality.
- Implemented method to parse a plain text file into game data.
- Replicated the functionality of statefulness in a functional language.

AnimeAlert

(Java) Android Application | Front-End Developer

- Designed and implemented the user interface and front-end functionality.
- Utilized web scraping to dynamically retrieve and display images and text descriptions.