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.
- 3+ 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)

Independent Game Development Studio

2014 - Present

- Shipped two completed titles, with one game receiving over 10000 views.
- Managed, maintained, and created content for the website.

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.