

Henry Pan

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[Linkedin](#)

[GitHub](#)

Skills

JavaScript, Ruby, Python, React, Redux, Ruby on Rails, HTML5, CSS3 / Sass, PostgreSQL, MongoDB, Node.js, Express.js, Mongoose, Webpack, Git / Github, Heroku

Education

App Academy | 2021 | Immersive software development course with focus on full stack web development

University of California, Santa Cruz | 2017 | Bachelor of Science (B.S.) in Computer Science

Projects

Gate of Providence

[live site](#)

Ruby, RGSS3

A full length 2D role-playing game, with over 15 hours of gameplay, open world, and anthological narrative.

- Led a team of four to design, develop, and release a 3-year project, resulting in a completed product without cutting any major features or segments
- Refactored hundreds of lines of engine code and third-party scripts, improving code clarity and resolving compatibility issues that arose from duplicate code

SonusStratos

[github](#) | [live site](#)

JavaScript, React / Redux, HTML5, CSS3, Ruby on Rails, PostgreSQL, AWS, Heroku

A full stack audio sharing and listening webapp and clone of SoundCloud.

- Integrated Redux with HTML5 audio element to implement a continuous media playback feature
- Created pixel-perfect and responsive frontend layouts with CSS3 Flexbox and React
- Utilized Rails Active Storage and Amazon Web Services S3 (AWS) to store and fetch user-uploaded media

Choosy

[github](#) | [live site](#)

JavaScript, React / Redux, HTML5, CSS3, MongoDB, Express.js, Node.js, Mongoose, Heroku

A mobile-friendly app that helps individuals and groups quickly make decisions by collecting ideas and voting.

- Designed and developed wireframes, UI/UX, and overall architecture of the app as the project team lead
- Collaborated with three other team members using Git to achieve features in a timely manner
- Employed CSS3 Flexbox and media queries to create appealing and responsive layout

Resonator

[github](#) | [live site](#)

JavaScript, HTML5 Canvas, Webpack

A 2D top-down shooter where the goal is not to shoot, but to dodge and absorb projectiles from all directions.

- Implemented a quadtree data structure to handle fast collision detection for thousands of projectiles, reducing comparisons per frame by 70% and increasing frame rate by 20%
- Developed a system to modularly arrange enemy and bullet patterns, allowing for procedural level generation

Experience

IT Support Technician, Medical Records Clerk

July 2019 - January 2021

SerenEthos Care

- Facilitated the transition from paper to digital paperwork for skilled nursing facilities by setting up computer hardware and digital forms with electronic health record systems, reducing paper volume by 70%
- Improved workflow for healthcare workers and the business office by introducing timesaving tools and procedures, eliminating manual data entry and bottlenecks, saving 20-40 minutes a day per worker
- Audited and filed medical records and paperwork for two skilled nursing facilities, clearing years of backlog