# Henry Pan

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## Skills

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

## Education

**App Academy**  |  Rigorous 1000+ hour full stack software development bootcamp                    Jun 2021
**University of California, Santa Cruz**  |  Bachelor of Science (B.S.) in Computer Science            Jun 2017

## Projects

**SonusStratos**  |  (JavaScript, Ruby, React / Redux, Ruby on Rails, PostgreSQL, AWS S3)          live | github
A full stack audio sharing and listening webapp and clone of SoundCloud.
- Integrated React and Redux with HTML5 Audio to implement a continuous audio player, allowing users to browse the site while being able to play, scrub through, and loop audio
- Built discovery pages using React and Redux to asynchronously fetch and display data with carousel components, letting users easily explore tracks and genres
- Implemented CRUD cycle by building a RESTful API with Ruby on Rails, Jbuilder, and AWS S3, enabling users to post and modify user and track data that persists on the database

**Choosy**  |  (JavaScript, React / Redux, MongoDB, Express.js, Node.js)                            live | github
A mobile-friendly webapp that helps users quickly make decisions through voting.
- Collaborated with three engineers to design and develop wireframes, UI/UX, and overall architecture of the app
- Utilized React and CSS media queries to create dynamic and user-friendly idea submission and voting interfaces
- Developed idea-filtering algorithm to remove least popular options, ensuring optimal results amongst voters

## Experience

**Independent Game Developer**                                                          Aug 2014 - Present
Freelance (Studio Xehryn)
- Led a team of four to design, develop, test, and release a 3-year project with over 15 hours of gameplay
- Analyzed client requirements to produce game prototypes and design documents within timeline and budget
- Designed and developed gameplay loops, user interfaces, menu systems, dialog trees, and AI behavior to create compelling user experiences, resulting in games with an average rating of 5-stars
- Optimized game performance by reducing unnecessary rendering and refactoring engine code and event logic, increasing frame rate by 25%

**IT Support Technician, Medical Records Clerk**                                         Jul 2019 - Jan 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 time-saving tools and procedures, eliminating manual data entry and bottlenecking, saving 20-40 minutes a day per worker