

# Henry Pan

San Francisco, CA (Open to Relocation)

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## SUMMARY

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- Generalist with a diverse skill set and a passion for building products, from the design to the release and beyond.
- Over four 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

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**University of California, Santa Cruz**

2013-2017

Bachelor of Science (B.S.) in Computer Science

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

## SKILLS

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*Languages:* Python, Java, Ruby, JavaScript, HTML/CSS, C++

*Software / Technologies:* Android, Git, PostgreSQL, Windows, Unix, Photoshop

*Others:* Scrum

## EXPERIENCE AND PROJECTS

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**Studio Xehryn (Freelance / Independent Game Developer)**

2014 - Present

Independent Game Development Studio - [www.xehryn.com](http://www.xehryn.com)

- Shipped three titles for Windows PC, with one receiving over 1000 downloads.
- Led a team of four to develop a three year project, ensuring the product was released on schedule without cutting any features.
- Developed game prototypes and design documents for clients as a freelancer.
- Created and maintained the studio website, which has 60-90 monthly users.

**NutriFit (Front-End Developer, Scrum Master)**

(Java) Android Application

- Designed and developed the front-end of the Android application, including UI and UX.
- Coded the fitness journal tracker and resistance training weight calculator, saving time for users by combining multiple features into one application.
- Facilitated Scrum methodology as a Scrum Master, keeping the team on track.

**IFEI - Interactive Fiction Engine and Interpreter (Developer)**

(Haskell, Java) Game Engine

- Designed the overall design of the application, which was used to develop two separate programs with identical functionality but different paradigms.
- Implemented method to parse a plain text file into game data for the interpreter.
- Coded the Haskell portion of the engine.