

Jason Pan

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Education

University of Waterloo (cGPA: 3.7/4.0)

2022 – 2026

Bachelor of Computer Science, HCI Specialization

Coursework: Data Structures & Algorithms, Object Oriented Programming, Functional Programming, Compilers

Skills

Languages: TypeScript, JavaScript, C++, Swift, Go, Python, Objective-C, SQL

Technologies: React, React Native, Firebase, Node, MongoDB, Supabase, Tailwind, Redux, Express

Experience



Microart Services

Sep 2024 – Dec 2024

Current Software Engineer Intern

- Developing end-to-end features for Microart's mobile app suite using **React Native**, **Firebase**, and **Supabase**
- Built **ETL pipeline** with **Node** and **JavaScript**, efficiently converting **100k+** CSV wine data records to JSON
- Automated review scraping and sentiment analysis using scripts, sorting **30k+** wines based on user preference
- Improved **BLE** connections with Microart's environmental monitoring chips, improving response time by **18%**
- Implemented **RPC** functions in **PostgreSQL** through **Supabase**, streamlining the retrieval of wine details



Dandelion Networks

Jan 2024 – Apr 2024

Mobile Developer Intern

- Developed robust **full-stack** features for the flagship crypto trading app leveraging **TypeScript**, **Go**, and **Redux**
- Created dashboard with real-time data visualization; enabled **thousands** of beta testers to monitor personal txns
- Optimized blockchain penny retrieval via **WebSockets** with asynchronous processing; reduced txn times by **24%**
- Integrated **push notifications** for core messaging services and transactions via **Firebase Cloud Messaging**
- Resolved race conditions in concurrent operations with **mutexes**, ensuring accurate balances across blockchain



NoTox

Jul 2023 – Aug 2023

Software Engineer Intern

- Refined product suggestion UI to enhance user experience, achieving a **30%** increase in affiliate link engagement
- Built **REST APIs** to manage **10K+** data points for **hundreds** of users in **MongoDB**, streamlining user data
- Ensured product consistency across iOS and Android platforms through **functional testing** and **manual testing**
- Partnered with UX team to design user flows and wireframes using **Figma**, adhering to modern UI/UX principles
- Maintained and **optimized app performance** and maintainability by refactoring legacy code and expanding docs



Trinity Robotics

May 2023 – Aug 2023

Software Engineer Intern

- Developed a **full-stack** e-commerce site for Trinity's robotics kits using **React**, **Node**, **Express** and **MongoDB**
- Engineered end-to-end checkout flow, leveraging **StripeJS** for payment processing to enable quick transactions
- Designed and built a library of **30+** reusable components, driving **development efficiency** and design uniformity
- Authored **design docs** for API usage and deployment processes, **facilitating** smooth future intern onboarding
- Collaborated with other engineers in **Agile sprints**, ensuring alignment on product backlog and deliverables

Personal Interests

- Design Fanatic – passionate about experimenting with Figma plug-ins to enhance wireframe designs and improve UX
- Music Performance – played trumpet in school band for 8 years; produced BGM tracks for personal Unity projects
- Volleyball – played the sport for a year so far, part of a beginner intramural team; training to become a better setter