Jerry Pan

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EDUCATION

DUKE UNIVERSITY

B.S. IN COMPUTER SCIENCE

Expected May 2019 | Durham, NC GPA: 3.90 / 4.00

COURSEWORK

GRADUATE

Computer Vision Reinforcement Learning Artificial Intelligence Applied Stochastic Processes

UNDERGRADUATE

Design + Analysis of Algorithms
Data Structures + Algorithms
Database Systems
Mobile Software Design
Adaptive Web Development
Computer Architecture

SKILLS

PROGRAMMING

Experienced

Java (Android) • Python (Tensorflow) Javascript (MEAN Stack) • HTML

CSS • MySQL

Familiar:

PHP • C • R • MIPS • MATLAB

AWARDS

ACADEMIC

Dean's List (Spring 2017, Spring 2016) Dean's List w. Distinction (Fall 2015)

COMPETITIONS

Duke Men's Basketball Hackathon: 2nd Place (Spring 2017)

HackDuke: Best Use of Microsoft API (Fall 2016)

Moody's Mega Math Challenge: Honorable Mentions (Spring 2015)

EXPERIENCE

DUKE PRIVACY GROUP | UNDERGRADUATE RESEARCHER

May 2017 - Present | Durham, NC | Professor Ashwin Machanavajjhala

- Investigating methods to deceive convolutional neural networks into misclassifying images on a selected set of categories.
- Implemented the Wasserstein GAN in Tensorflow for the image obfuscation of sensitive information project.

CISCO | Software Engineering Intern

June 2017 - Aug 2017 | Cary, NC

- Developed a web application using the MEAN stack for configuring a new product that manages and checks the status of Cisco network applications.
- Discussed and brainstormed with the product team on communication and data transfer between the web application and the product.

DATA+ | DATA SCIENCE RESEARCHER

May 2016 - July 2016 | Durham, NC | Professor Alessandro Arlotto

- Predicted waits times at Disney park rides by building an autoregressive model using historical wait time and categorical data.
- Retrieved data from Disney and stored it in a MySQL database with Node.js.
- Processed raw data and created model visualizations using R.

PROJECTS

ANIME RECOMMENDER

- Built an anime recommendation website by scrapping user ratings from an anime database website and creating a recommender system.
- Used explicit matrix factorization to learn latent features and generate recommendations in Tensorflow.

SPOT | Mobile Software Design

- Created an Android application that helps users find and create events.
- Implemented the backend with PHP and MySQL for storing users and events.
- Assisted with displaying events on a map and creating event functionality.

SMART RECYCLER | HACKDUKE

- Built a robot to sort trash and recycling using Microsoft's computer vision API.
- Wrote object detection and image processing code using OpenCV and Python.

ACTIVITIES

DUKE IEEE | WEBMASTER

October 2015 - Present | Durham, NC

- Designed a new website using the bootstrap framework.
- Led projects such as the self-driving car and smart door opener.

DUKE LEAGUE OF LEGENDS CLUB | President & Co-Founder

Mar 2016 - May 2017 | Durham, NC

• Organized and hosted viewing parties and tournaments at Duke.