

kelvin pan

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education

University of California, San Diego

Sep 2015 – Jan 2020

- B.S. in Computer Science with minor in Cognitive Science
- Honors: *cum laude* (3.78 cumulative GPA), Provost (above 3.5 since Freshman year)

work

Software Engineer Intern, Riot Games

Summer 2019

- Worked on a native app built in C++ and React
- Delivered value through implementing user stories and fixing bugs

Software Development Engineer Intern, Amazon

Summer 2018

- Developed customer-facing features in Java and Spring MVC
- Implemented changes using Amazon's templating and messaging engine

Tespa Research Intern, Blizzard Entertainment

Summer 2017

- Scraped and analyzed data using Python, Pandas, and Jupyter Notebook
- Automated data collection and processes using Google Suite and JavaScript

activities

Vice President, Triton Gaming

May 2016 – May 2017

- Student organization with over 60 club officers, 12 autonomous gaming clubs, with 1 large event and 4-6 smaller events/socials every academic quarter
- Continued as Secretary for the 2017-2018 academic year

projects

Bear Pong, a multiplayer 3D game built with C++, Boost, and OpenGL

- Worked on text rendering, spatial audio, physics, movement, and gameplay

ready to work, a web app built with Node.js, Handlebars, and Bootstrap

- Developed user interface and functionality for a task/event management app

Spherical Strongholds, a VR minigame built with Unity and C#

- Worked on unit spawn and control, core gameplay

skills

Languages: Java, C++, JavaScript, Python, HTML, CSS

Tech: Git, Perforce, OpenGL, React, Bootstrap, Unity, Visual Studio, Adobe Photoshop

Misc: Fluent English, Teochew (Chinese dialect), Customer service, Good handwriting