

Runpeng Pan

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EDUCATION	University at Buffalo , Buffalo, NY <i>Bachelor of Science</i> , Computer Science, June 2020
PROJECTS	MICRO-CONTROLLER GAME: JAN 2020 - JUNE 2020 <ul style="list-style-type: none">Developed games on <i>TEXAS Instrument Tiva C launchPad</i>Designed snake game with in assembly languageDesigned pac man on micro-controller with physical lights and buttons HAND GRIP GAME: JAN 2020 - JUNE 2020 <ul style="list-style-type: none">Developed hand grip sensors which generate inputs for board coordinatesDesigned Unity2D Game that controls a car to lever up and dodge projectilesDesigned rehab test for stroke patient by detect hands' strength and sustainability HAND TRACK GAME: NOV 2019 - PRESENT <ul style="list-style-type: none">Developing Hand tracing website game utilized APIs: Handtrack.js, MediapipeTraining computer with input from webcam to identify hands via MLMultiple hand tracking available and image identifying WEGMEN DIET: NOV 2019 - PRESENT <ul style="list-style-type: none">Developing Mobile App searching recipes based on user inputLinking detailed recipes with Wegman food price and store locationsUtilizing WEGMEN API based app made in UB Hacking GRAPHICS ANALYSIS: SEPT 2019 - JAN 2020 <ul style="list-style-type: none">Performed 3D object rasterization, meshing, and ray tracingViewport modeled via panning and zoomingApplied model transformation such as scaling, rotation and translation SUDOKU SOLVER : MAR 2019 - APR 2019 <ul style="list-style-type: none">Using artificial intelligence algorithms to solve sudoku gameExperienced with Markov decision processPerformed policy making in generating AI model UB HACKING GAME: LAVA PARKOUR: NOV 2017 - DEC 2017 <ul style="list-style-type: none">Attended University at Buffalo Hackathon.Implemented innovative speech-based physics control game using UnityDesigned theme-based adventure game with iterative level
COMPUTER SKILLS	Languages: C, C++, Java, ML, Bash, Assembly, SQL, \LaTeX . Web Development: HTML, CSS, JavaScript, Node.js, REST, Vue, Typescript Applications: Vi/Vim, Eclipse, Visual Studio, Git, VMWare, VirtualBox, MySQL. Game Engine: Android Studio, Unity, Unreal Engine, Phaser 3
BACKGROUND	Languages: Bilingual in English, Mandarin, Cantonese Environment: Experienced in agile software development Add-on: Driver License, Microsoft Word, PowerPoint, Excel