

Runpeng Pan

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Education

BACHELOR OF SCIENCE | SUNY, UNIVERSITY AT BUFFALO

- Major: Computer Science B.S.

Expect Graduation Date: May 2021

Projects

HAND TRACK GAME

NOV. 2019 – PRESENT

- Hand tracing website game utilized multiple API: Handtrack.js, Mediapipe
- Teach computer with input from webcam to identify hands via ML
- Multiple hand tracking available and image identifying

WEGMEN DIET

NOV. 2019 – PRESENT

- Mobile App searching recipes based on user input.
- Detailed recipes linked with Wegman food price and store locations.
- WEGMEN API based app made in UB Hacking

GRAPHICS ANALYSIS

AUG. 2019 – PRESENT

- Performed 3D object rasterization, meshing, and ray tracing.
- Viewport modeling via panning and zooming.
- Modeling transformation such as scaling, rotation and translation.

SUDOKU SOLVER

AUG. 2019 – PRESENT

- Using artificial intelligence algorithms to solve sudoku game.
- Experience with Markov decision process.
- Performed policy making in generating AI model.

UB HACKING GAME PROJECT

NOV. 2017 - PRESENT

- Attended University at Buffalo Hackathon.
- Innovative speech-based physics control game using Unity.
- Designed theme-based adventure game with iterative level.

Skills & Abilities

PROGRAMMING

- Java, C#, C++, Python, Scala, HTML, JavaScript, Node.js
- Unity, MATLAB, Android Studio, Microsoft Visual Studio, Visual Code, WSL.
- Proficiency in Microsoft Word, Excel, PowerPoint.

COMMUNICATION

- Bilingual in English and Chinese.
- Experienced to work in a team environment.