

Runpeng Pan

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EDUCATION

University at Buffalo, Buffalo, NY
Bachelor of Science, Computer Science, August 2021

PROJECTS

MICRO-CONTROLLER GAME: JAN 2020 - JUNE 2020

- Developed games on *TEXAS Instrument Tiva C launchPad*
- Designed snake game using assembly language
- Designed pac man on micro-controller with physical lights and buttons

HAND GRIP GAME: JAN 2020 - JUNE 2020

- Developed hand grip sensors which generate inputs for board coordinates
- Designed Unity2D Game that controls a car to lever up and dodge projectiles
- Designed rehab test for stroke patient by detect hands' strength and sustainability

HAND TRACK GAME: NOV 2019 - PRESENT

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

GRAPHICS ANALYSIS: SEPT 2019 - JAN 2020

- Performed 3D object rasterization, meshing, and ray tracing
- Viewport modeled via panning and zooming
- Applied model transformation such as scaling, rotation and translation

SUDOKU SOLVER: MAR 2019 - APR 2019

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

UB HACKING GAME: LAVA PARKOUR: NOV 2017 - DEC 2017

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

COMPUTER SKILLS

Languages: C#, C++, Java, Assembly, SQL.
Web Development: HTML, CSS, JavaScript, Node.js, REST, Vue, Typescript.
Game Engine: Android Studio, Unity, Unreal Engine, Phaser 3.

BACKGROUND

Languages: English, Mandarin, Cantonese
Environment: Experienced in agile software development
Add-on: Driver License