YANG PAN

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OBJECTIVE

Obtain a summer internship in 2015 of Software Engineer Intern in Back-End (35801236) or UI Application (35799849) at Apple

EDUCATION

Carnegie Mellon University - Pittsburgh, PA & Sillicon Valley, CA   *Dec. 2015(Expected)*
M.S. in Information Technology - Mobility, Information Networking Institute(INI)

Sun Yat-sen University - Guangzhou, Guangdong, China   *June. 2014*
B.E. in Network Engineering, School of Information Science and Technology
Overall GPA: 3.9/4.0 Ranking 1/49

EXPERIENCE

Flamingo, Inc (Startup)   *Mar. 2011 - Nov. 2013*
Co-founder & Software Engineer   *Guangzhou, Guangdong, China*

· Led the development of games on iOS and Android with 35 employee headcounts and $500,000 monthly revenue by the time I left
· Led and participated in the development of many renowned games in China
· Focused on the mobile app development and bakc-end, proficient with *Foundation and UIKit framework, C, Objective-C, C++, MySQL, PHP and Java*

Guangdong Key Laboratory of Information Security   *Oct. 2012 - June 2014*
Research Assistant   *Guangzhou, Guangdong, China*

· Participated in a research on software protection against reverse engineering
· Learned many reverse engineering tools like IDA, OllyDbg, objdump and gdb and other technical skills
· Designed and implemented a binary obfuscator that weakens disassembly, static analysis and manual tracking, and incorporates a heuristic method to generate obstructive instructions with high potency

PROJECTS

Bubble, a task management app in iOS   *Sept. 27 - Sept. 29, 2014*

· The product of *iOS App Challenge at CMU*. Available at challengepost.com/software/bubble-bhasg.
· Distinguishing from other silimar applications in terms of the special metaphors, integration of two time management methods, as well as the intuitive interactions.
· Designed and implemented the data center (model), responsible for managing data and providing the interface for view and controller.

Fanren Xiuzhen, an MMORPG mobile game in iOS   *March - Nov. 2013*

· A massive multiplayer online role playing game, where players can kill monsters, upgrade equipment and fight a duel. Available in AppStore: itunes.apple.com/cn/app/fan-ren-xiu-zhen/id682389760?mt=8
· Designed the network communication interface and implemented it based on ASIHttpRequest to work in client part and back-end program with C++ and MySQL in server
· Implemented the UI view and controller of key modules