

# Ting (Rachel) Pan

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## EDUCATION

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### Carnegie Mellon University - Information Networking Institution

*Master of Science in Information Networking (MSIN)*

Planned Courses: ICS, Computer Networks, Distributed Systems, Database Systems

**Pittsburgh, USA**

*Aug.2017 - Dec.2018*

### University of Nottingham - School of Computer Science

*BSc (Hons) Computer Science, First Class, GPA 4.0/4.0, Best Student*

**Nottingham, UK**

*Sept.2013 - Jun.2017*

## TECHNICAL SKILLS

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- **Proficient:** Java(Android), JavaScript, HTML, CSS, AngularJS, Node.JS, SQL
- **Intermediate:** C, C++, Python, C#(Unity), Ruby on Rails
- **Tools:** \*nix, Git, MATLAB, L<sup>A</sup>T<sub>E</sub>X, Sketch, Photoshop

## EXPERIENCE

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### Research Intern at Microsoft Research Asia System Algorithm Group

*Intern Leader, Java, Android, Algorithm*

**Beijing, China**

*Jun. 2016 - Oct. 2016*

- Developed a navigation SDK in Java and an Android app [Microsoft PathGuide](#) for sensor-based indoor navigation. Optimized the navigation module and algorithm to improve the concurrent efficiency and code quality.

### Software Engineer Intern at Logobrand

*JavaScript, Ionic, AngularJS, Firebase, Android*

**Nottingham, UK**

*Oct. 2015 - May. 2016*

- Built a hybrid photo synchronization app and an instant message app with RESTful API and MVVM pattern.

### Software Engineer Intern at [Zhiren.com](#)

*Start-up, JavaScript, HTML, CSS, Ruby on Rails*

**Remote & Chengdu, China**

*Jun. 2015 - Oct. 2015*

- Finished the first release of a web-based HR management platform [Zhiren](#) with MVC pattern. Gained proficiency in modularized front-end development and Git work-flow.

### Research Assistant at Mixed-Reality Lab

*Full Stack, Node.js, JavaScript, Elasticsearch, D3.js*

**University of Nottingham**

*Jun. 2015 - Jul. 2015*

- Implemented a music search system with Million Song Dataset. Visualized the music data with interactive graphs.

## PROJECTS

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### Transfer Human Pose Estimation from Kinect to PIXY Camera

*Machine Learning, Caffe, Python, Matlab, C++, OpenCV*

**University of Nottingham**

*Sept. 2016 - May. 2017*

- Built a toolkit to collect and process the train data. Trained a skeleton estimation network with heatmap regression. Dissertation awarded with Springer Science and Business Media Prize.

### Phone as Multi-player Game Server and Example Games

*Team Leader, Node.js, Android, JavaScript, Game Development*

**University of Nottingham**

*Sept. 2014 - May. 2015*

- Lead a team of six to develop a game server, an Android app, two multi-player JavaScript games. Designed all UI/UX and game assets.

### Interest-Driven Extracurricular Personal Projects

*Java, JavaScript, Unity, Game Development*

**University of Nottingham**

*Sept. 2013 - May. 2016*

- Developed one Unity game, two Java games, two JavaScript games with network ability achieved by socket.
- Built a hybrids vocabulary app that supports importing custom vocabulary lists.
- Implemented a take-away web app with the admin page using PHP, MySQL and Apache.

## AWARDS

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- University Scholarship for the Best Student (Rank 1). *Jun. 2017*
- The Award for Excellence in Microsoft Research Asia Internship Program (Top 10%) *Sept. 2016*
- Computer Science High Achievers Scholarship Award (10 per School) *Sept. 2015*
- Full Tuition Fee Scholarship for Summer School at Korea University (5 per University) *Mar. 2014*