Ting (Rachel) Pan

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EDUCATION

Carnegie Mellon University - Information Networking Institution Pittsburgh, USA
Master of Science in Information Networking (MSIN), 3.9/4.0 *Aug. 2017 - Dec. 2018*
Core Courses: Parallel Computing (TA), Computer Networks, Advanced Cloud Computing, Distributed System

University of Nottingham - School of Computer Science Nottingham, UK
BSc (Hons) Computer Science, 4.0/4.0, Best Student *Sept. 2013 - Jun. 2017*

TECHNICAL SKILLS

o **Proficient**: Java, Android, JavaScript (React, Angular, Node), HTML, CSS, SQL/NoSQL
o **Intermediate**: C, C++, CUDA, Python, Go, Objective-C, Ruby on Rails
o **Tools**: *nix, Git, MATLAB, LaTeX, AWS, Hadoop, Spark, Sketch

EXPERIENCE

SDE intern at WhatsApp Inc. Web Team Menlo Park, USA
React, React Native, Objective-C *May. 2018 - Aug. 2018*
o Built confidential but substantial features for WhatsApp, landed 85 diffs.

Research Developer Intern at Microsoft Research Asia System Algorithm Group Beijing, China
Intern Leader, Java, Android *Jun. 2016 - Oct. 2016*
o Developed a navigation SDK in Java and built Microsoft PathGuide with the SDK. Improved 50% of the navigation speed by optimizing the concurrent performance.

SDE Intern at Logobrand Nottingham, UK
JavaScript, Ionic, Firebase, Android *Oct. 2015 - May. 2016*
o Built a hybrid photo synchronization App and an instant message App with RESTful API and MVVM pattern.

SDE Intern at Zhiren.com Remote & Chengdu, China
Start-up, JavaScript, HTML, CSS, Ruby on Rails *Jun. 2015 - Oct. 2015*
o Built the first release of a cloud HR management service Zhiren.

Research Assistant at Mixed-Reality Lab University of Nottingham
Full Stack, Node.js, JavaScript, Elasticsearch, D3.js *Jun. 2015 - Jul. 2015*
o Implemented a music search system with Million Song Dataset. Visualized music data interactively with D3.

SELECTED PROJECTS

Parallel Low-Poly Style Rendering with CUDA Carnegie Mellon University
Parallel Computing, C, C++, CUDA *Apr. 2018 - May. 2018*
o Implemented the parallel Low-Poly photo rendering with Delaney Triangulation using CUDA.

PanFS, a distributed file system with high throughput and low latency Carnegie Mellon University
Distributed System, Go, Cassandra, Redis *Mar. 2018 - Apr. 2018*
o Mimicked Facebook's Haystack. Used Cassandra for directory and needle store, Redis for cache.

Implementing HTTP, TCP/IP and Bit torrent protocols with Unix Socket Carnegie Mellon University
Computer Networks, C, Unix *Sept. 2017 - Dec. 2017*
o Built three protocols: HTTP, TCP/IP with congestion control and Bit torrent with DNS load balance.

Transfer Human Pose Estimation from Kinect to PIXY Camera University of Nottingham
Machine Learning, Caffe, Python, Matlab, C++, OpenCV *Sept. 2016 - May. 2017*
o Collected and processed the skeleton data from Kinect. Trained a pose estimation CNN with heat-map regression.

Phone as Multi-player Game Server and Sample Games University of Nottingham
Team Leader, Node, Android, JavaScript, Game Development *Sept. 2014 - May. 2015*
o Lead a team developing a phone based game server and multi-player games. Designed all UI/UX and game assets.

SELECTED AWARDS

o Springer Science and Business Media Prize for Student Dissertation (1 per School) *Jun. 2017*
o University Scholarship for the Best Student (Rank 1) *Jun. 2017*
o The Award for Excellence in Microsoft Research Asia Internship Program (Top 10%) *Sept. 2016*
o Computer Science High Achievers Scholarship Award (10 per School) *Sept. 2015*