

# Ting Pan

SOFTWARE ENGINEER / FULL STACK DEVELOPER

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## EXPERIENCE

### Software Tools Developer Co-op

Austin, Texas

NOKIA, NOKIA SOFTWARE TECHNICAL COMMUNICATION TEAM

Jul. 2019 - May 2020

- Independently worked on Oxygen plugin development which results in a GUI interface that allows the end user to view, sort, and filter out the log information, as well as capturing the information in a database for error analytics across all document builds.
- Collaborated with end-users to support their migration onto our new Harmonized Pipeline by modifying shell script, exploring opportunities for automation and streamlining the user experience.
- Performed tasks like coding cover page layout into our pipeline based on design specifications.
- Jointly developed software tools to generate technical documentation from XML/XSL sources to xhtml format on top of Nokia Software's DevOps platform (Jenkins, Git, Maven, Ant, Docker).
- Worked on an agile team conforming to the development team's workflow which included user story and task definition, code reviews, deployment to production, software tools version upgrade and etc.

### Graduate Research Assistant/ VR developer

Austin, Texas

IMMERSIVE REALITY AND DEVELOPMENT LAB, UT AUSTIN

Jan. 2019 - May 2020

- Analyzed and visualized spatial tracking data using Python; automated data processing and plotted graphs to reveal the relationship between timestamp and participant's spatial movement.
- Developed Virtual Reality game which included 3D modeling, animation, and C# script editing from scratch. Conducted software testing and dealt with Oculus sensors to improve data tracking accuracy.
- Guest lecturer in iSchool Virtual Environment class to teach Unity and CameraFacingBillboard script.

## PROJECTS

### Hiking – Full Stack Development

Sep. 2019 - Dec. 2019

- Implemented websites and mobile applications for hiking from concept through deployment.
- Contributed to user interface improvement like assessing UX features and applying responsive web strategy.
- Connected UI elements to backend functionality. Applied JavaScript and Bulma for front-end development; Python, RESTful API and MongoDB, Google App Engine for back-end development.
- Built mobile applications using Android Studio and React Native, realized functions like customized map and user login with Google Firebase, connected to web back-end through http requests using Volley and Picasso.

### Food and Nutrition Data Visualization

Dec. 2018 - Mar. 2019

- Analyzed food nutrition data; developed a website to present food story and data visualization with Bootstrap and HTML5/ CSS3; and built interactive charts using JavaScript, SVG and D3.js.
- Worked closely with designer to bring the project from ideation and prototyping to fully-functioned website.

### FarmVision – IBM AI Prototyping

Jan. 2019 - May. 2019

- Designed an AI powered mobile application for urban farming, implemented interactive prototypes via wire-frames, and delivered storytelling for final presentation.
- Provided insights for AI opportunities like data collection methods and possible features based on ML model.

## EDUCATION

### The University of Texas at Austin

Austin, Texas

MASTER OF SCIENCE IN INFORMATION STUDIES

Aug. 2018 - May. 2020

- Courses taken: *Algorithms, Introduction to Machine Learning, Information Retrieval, Artificial Intelligence in health, Designing User Interfaces for Children, Operating Systems, Advanced Programming Tools.*

### China University of Mining and Technology

Xuzhou, China

BACHELOR OF ARCHITECTURE

Sep. 2013 - Jun. 2018

## SKILLS

### Web Development

Proficient at UI development following design patterns and front-end frameworks. Familiar with back-end technologies and databases.

- React
- JavaScript/ES6/HTML/CSS
- RESTful API
- MongoDB
- Node.js
- Bootstrap
- Angular (MEAN stack)

### Mobile Application

Able to use different frameworks and libraries to build Android application.

- Android Studio
- React Native
- Kotlin

### AR/ VR development

VR environment development from 3D modeling to production.

- Unity 3d
- C#
- Spark AR
- 3ds Max

### Development Tools

- Maven
- Apache Ant
- Jenkins
- Docker
- Git

### Design Tools

- Rhinoceros
- V-Ray
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Sketch
- InVision
- Figma
- Tableau

### Languages

- Python
- Java
- XML/XSLT