

PAN CHEN

+1(647) 686-1520 ◊ Toronto, Ontario

pan.chen@utoronto.ca ◊ [linkedin.com/in/chenpanxyz](https://www.linkedin.com/in/chenpanxyz) ◊ chenpan.ca

EDUCATION

PhD of Computer Science, University of Toronto Expected 2027

- Direction: Human-Computer Interaction, Applied Machine Learning
- Highlighted courses: HCI Designing Intelligent Self (A), Machine Learning with Applications to Data Analysis (A+), Blockchain Technology and Engineering (A+)

Bachelor of Computer Science and Statistics, University of Toronto 2018 - 2022

- Highlighted courses: Neural Networks and Deep Learning (A+), Applied Bayesian Statistics (A+), Statistical Methods for Machine Learning II (A+), Algorithm Design, Analysis & Complexity (A), Introduction to Image Understanding (A-), Programming on the web (A+), Software Design & Engineering (A), Data Analysis (B+), Topics in Statistics: Statistical Methods for Emerging Infectious Disease Management (A-)

SKILLS

Programming Languages	Python, Java, JavaScript, C, R, PHP, HTML/CSS, SQL, Bash
Libraries	Pandas, NumPy, PyTorch, OpenCV, Matplotlib
Technologies / Frameworks / Databases	React, Express, Laravel, Flask, MySQL, PostgreSQL, MongoDB

EXPERIENCE

Research Scholar May 2022 - August 2022
Data Sciences Institute *Toronto, Ontario*

- Developed a platform for people to collect data from third-party websites
- Prepared different data analysis scripts for people to run in the front end

Teaching Assistant Sep 2021 - Present
University of Toronto *Toronto, Ontario*

- Appointments in **2** departments (CS & Stats) of UofT, work recognized by students from **8** courses
- Highlighted courses: Databases (SQL), Software Design, Introduction to Computer Programming, Probability, Statistics and Data Analysis

Software Developer Co-op Jun 2020 - Jun 2021
Infrastructures for Information *Toronto, Ontario*

- Software developer for a tool in Java that boosts productivity when working on multiple labelling documents

PROJECTS

Digital Learning Challenge by XPrize Lead software developer & Machine Learning designer for the cross-platform infrastructure that supports both traditional and adaptive experiments and Machine Learning. We collaborated with CMU & UNC, and deployed our infrastructure in more than 25 courses. We are the grand winner of this XPRIZE Digital Learning Challenge sponsored by IES. ([More](#))

Voice Reflection System Lead designer & developer of this online reflection system that allows students to reflect on course topics by talking. This system has been used by more than 500 students at the University of Toronto.

Face-Control Snake Game Applied a TensorFlow model called PoseNet to detect the player's position in real-time, so that the player can move their face to control the snake. ([Video](#))