

Stanley Sham

Full-stack Developer



Toronto, Canada



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<https://github.com/stanleysh>

SKILLS

Coding Skills

Python
Django Framework
JavaScript/ES6+
React
SQL
PHP
MATLAB

Mechanical Engineering

SolidWorks
Ansys
AutoCad
Arduino

EDUCATION

General Assembly

Toronto - July 2019 – Sept 2019
Full-stack Developer

New York University,

Tandon School of Engineering

New York - Graduated May 2017
BS in Mechanical Engineering
Minor in Computer Science

ACTIVITIES AND INTERESTS

Olympic Recurve Style Archery
Swimming
Airsoft/Paintball Games
Team Based Competitive Video Gaming

Experience

General Assembly – Software Engineering Immersive

Full-stack Developer

Toronto, Canada

July 2019 - Current

- Enrolled in an intensive 12-week program to gain skills as a software engineer
- Developed fluency and skills in the following subjects:
Object-oriented programming, MVC framework, Data modelling, Test-driven development, API and web scraping, Agile work environment, Version control through Git/Github

Project Tactical Solutions

Associate Engineer

New York, USA

Aug 2017 – Feb 2019

- Acted as lead inspector for NYC building projects, including World Trade Center projects, ensuring NYC Building Code requirements were met and projects proceeded according to schedule
- Worked with engineering team to formalize solutions for deficiencies that were observed during inspections and communicate & negotiate these solutions with general contractors
- Designed both architectural and MEP construction plans for proposal biddings as well as DoB approvals
- Organized and assisted with the training of new hires and interns

Vanguard Consulting Group

Lead Intern

New York, USA

Feb 2016 - Feb 2017

- Collaborated with a team of three in the creation and testing of a home monitoring product with a focus on health and home safety
- Conducted market research of existing home monitoring device products
- Created the original SolidWorks designs and subsequent refinements with inputs from team members
- Built code in an Arduino environment to encapsulate and ensure simultaneous working of all internal components

Projects

Full-stack Web Application: Crowdfunder

Technologies used: Django, HTML, CSS

- Created a full-stack application which allowed users to create projects with a funding goal and also allowed other users to donate/back the project
- Designed the data model as well as the functions for the reward and donation system of the project, ensuring that each donation would be assigned the correct reward

Full-stack Web Application: Photogur

Technologies used: Django, HTML, CSS

- Created a full-stack web application for users to upload and comment on photos, which includes authentication and authorization features
- Project included abilities for the user to upload, edit, and delete pictures, leave comments, and create media-queries to find specific pictures in the application