**Summary**

Stanley

Sham

I am a Full-Stack developer who is an advocate for lifelong learning and like to challenge myself to master the latest trends in the development community. Combining my engineering mindset and my thirst for knowledge, I tackle every problem with meticulous precision and accuracy.

Full-stack Developer

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[stnl.sham@gmail.com](mailto:stnl.sham@gmail.com)

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**Projects**

+1 647-771-3287

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**Full-stack Web Application: Photogur**

Created an Instagram clone which include features for authentication and authorization. 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

**Full-stack Web Application: Crowdfunder**

Created a Kickstarter clone while working in an agile environment with a team of four. Responsibilities included creating 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.

[linkedin.com/in/stanley-sham](http://www.linkedin.com/in/stanley-y-sham)

[github.com/ssham94](https://github.com/ssham94)

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**SKILLS**

**Coding Skills**

Python

Django Framework

JavaScript/ES6+

AJAX

NLP

HTML

CSS

PHP

MATLAB

**Mechanical Engineering**

SolidWorks

Ansys

AutoCad

Arduino

**Experience**

**General Assembly – Software Engineering Immersive** Toronto, CanadaSoftware Engineer July 2019 - Current

* Currently enrolled in an intensive program that provided practical training in the field of software engineering/full-stack development
* Developed understanding and skills in the following subjects:   
  Version control through git/github, Object-oriented programming, MVC framework, Data modelling, API and web scraping, Agile work environment

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**New York University,**

**Tandon School of Engineering**

New York - Graduated May 2017

BS in Mechanical Engineering

Minor in Computer Science

**EDUCATION**

**General Assembly**

Toronto - July 2019 - Current

Software Engineer

Olympic Recurve Style Archery

Swimming

Airsoft/Paintball Games

Team Based Competitive Video Gaming

**ACTIVITIES AND INTERESTS**

**Project Tactical Solutions** New York, USA  
Associate Engineer Aug 2017 – Feb 2019

* Designed both architectural and MEP construction plans for proposal biddings as well as DoB approvals
* 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 the PTS engineering team to formalize solutions for deficiencies that were observed during inspections, and communicate and negotiate these solutions with general contractors
* Organized and assisted with the training of new hires and interns

**Vanguarde Consulting Group**  New York, USA  
Lead Intern 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