ansel stanik
student

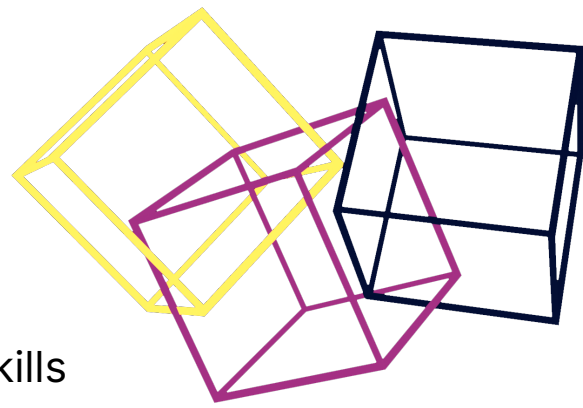contact@astanik.dev

(971) 401-8967

astanik.dev

about

computer science enjoyer with experience in web, game, and software development.

experience with c++, c#, python, and embedded hardware scripting.

comfortable with 3d modeling, cad, video/audio editing, and project management software.

education

ida b wells-barnett high school 2021-25
u.w. gpa 4.0   psat 1520   pact 35

skills

frontend web	html
backend web	javascript
robotics	css
game development	c#
software development	c++
network architecture	python
project management	

hobbies and interests

music – listening and making
rubik's cubes
keyboards
algorithm optimization
audio equipment
rollerblading (want to learn)
colors
robotics

github.com/doomkitty87

npmjs.com/~anselstanik

project experience

symbiont
entry for ogpc 2023 – lead of 5 person development team. game made in unity, with work in premiere pro, blender, and photoshop.

planck
peer-server-peer secure messaging app developed in python with pyqt. end to end encrypted and portable hosting.

seafoam
web and desktop app written in c++ and ported to tauri used to algorithmically generate mining routes for minecraft.

awards and achievements

oregon game project challenge 2023
programming award

american mathematics competition
1st in school

ap computer science a exam – 5

all-city honor band (trombone)

what else i've made

trebuchet and quickparse – npm packages
transience – 2d platformer in unity
primes – desktop app with python
cubes – rubik's cube simulation software
omnistudy – study website for ap classes