Ansel Stanik

(971) 401-8967 | contact@astanik.dev | astanik.dev | linkedin.com/in/anselstanik | github.com/doomkitty87

Education

Oregon State University — Corvallis, OR
Honors Bachelor of Science in Computer Science - 4.0 GPA — *Sep. 2025 – June 2029*

Ida B. Wells-Barnett High School — Portland, OR
High school diploma - 4.0 GPA — *Sep. 2021 – June 2025*

Experience

Ocular Biomechanics Research Assistant — Feb. 2024 – Present
Oregon Health & Science University — *Portland, OR*

- Developed algorithms and techniques for experimental imaging analysis, both extending existing (2D - 3D force & strain analysis) and implementing new (volume correlation, tissue segmentation) methods
- Visualized volumetric data in a digestible way for publication, creating bespoke solutions for each project
- Contributed to 6 published research articles in journals with up to a 17.5 impact factor
- Led teams of 2-4 in various projects, guiding collaborators to produce published results
- Taught new research assistants to use custom data analysis workflows and processes
- Developed machine learning-based software to predict glaucoma risk and intraocular pressure in patients using existing health records, achieving industry-leading performance and improving access to glaucoma screening
- Created multiple graphical interfaces for predictive models, with positive feedback from clinicians

Team Lead & Technical Artist — Jan. 2023 – Aug. 2025
Fractal Development — *Portland, OR*

- Led teams of 5-7 to design and build video games in the Unity Engine over three academic years, culminating in an annual statewide competition
- Won Programming and Game Design awards out of 40+ teams each year, and both Best In Show and Students' Choice awards in final year, becoming first high school team to do so
- Placed top 10% in multiple categories in the GMTK 2025 Game Jam
- Organized teams using project management software (Jira, Confluence, Miro)
- Hosted meetings and managed responsibilities with deadlines and deliverables
- Managed marketing and outreach efforts (trailer videos, social media, stickers)
- Built mobile app for high school information integration with Figma and Flutter, using HTTP request analysis to find API endpoints

Team Captain & Programming Lead — Sep. 2023 – June 2025
Loose Screws FTC — *Portland, OR*

- Coordinated engineering, programming, and outreach teams to ensure competition readiness
- Mentored middle school robotics team in multi-week workshop, teaching chassis construction and control systems programming
- Presented technical overviews and explained team workflows to professional judges
- Wrote robot's driver-controlled and autonomous operating modes, implementing custom proportional-integral-derivative control system and TensorFlow-based real-time classification models for navigation

Projects

Seafoam | *Python, JavaScript, HTML/CSS* — Aug. 2023

- Path generation tool for optimized mining routes in Minecraft, taking into account ergonomics for maximum throughput
- Web app with 85k+ user visits allows users to generate routes in semi-real-time on device

Technical Skills

Languages: Python, JavaScript, C#, HTML/CSS
Tools: Git, Jira, Miro
Libraries: pandas, NumPy, Matplotlib, Three.js, TensorFlow