

# EDWARD STANFORD

GITHUB.COM/EDWARDSTANFORD7

EDWARDSTANFORD7@GMAIL.COM

801 651 4982

## EDUCATION

M.S. Computer Science	University of Utah	2025 - 2026 expected
B.S. Computer Science, Mathematics Minor	University of Utah	2021 - 2025
Certificate in Data Science	University of Utah	2021 - 2025

## AWARDS & HONORS

Grateful Alumni Scholarship	University of Utah	Fall 2024
Kiri Wagstaff AI/ML Scholarship	University of Utah	Fall 2024
Richard B. & Brenda R. Brown Endowed Scholarship	University of Utah	Fall 2024
College of Engineering Departmental Scholarship	University of Utah	Fall 2023, Spring 2024
Dean's List	University of Utah	2021 - 2025 (all semesters)

## EXPERIENCE

Computer Systems Teaching Assistant	University of Utah	January 2026 - Present
• Helped over 175 students by managing Piazza discussions, grading assignments, and provided detailed feedback on student submissions.		
• Ran labs and held help hours for students to address questions and clarify concepts.		
Software Practice II Teaching Assistant	University of Utah	August 2023 - May 2025
• Supported over 200 students by managing Piazza discussions, grading assignments, and provided detailed feedback on student submissions.		
• Ran labs and held help hours for students to address questions and clarify concepts.		
GREAT Elementary School Summer Camp Instructor	University of Utah	June 2024 - July 2024
• Taught robotics concepts to elementary students with hands-on activities.		
• Supervised a structured learning environment for children.		

## PROJECTS

Full Stack Photo Sharing App (Capstone Project) - BeThere	C#, React	August 2024 - Present
• Developed a backend server with a modular REST API to handle photo uploads, user management, and clustering based on geolocation data.		
• Integrated PostgreSQL for robust data storage with LINQ, and built access control linking users to clusters for selective album visibility by location.		
Full JPL Compiler	C++, Rust	January 2025 - May 2025
• Developed a full compiler for the JPL programming language.		
• Implemented the full pipeline (lexing, parsing, semantic analysis, optimization, codegen) including type checking, scope management, and code optimizations.		
Rust GUI for ELO Media Ratings	Rust	July 2024 - Present
• Implemented an Elo rating system for media ranking and viewing using egui.		
• Added data persistence with spreadsheet output, plus automated image fetching and UI integration for a smoother workflow.		
Path of Memories Gamejam	C# with Unity	January 2023
• Built a 2D platformer featuring a robust dialogue system, player progression tracking, and character-driven interactions/level design.		
• Added diverse player abilities including wall climbing, double jumping, and dashing.		
Circuit Simulator QT Application	C++	April 2023
• Designed an educational circuit-logic game with an intuitive, interactive UI and user-customizable gates.		
• Implemented save functionality using JSON for persistent user data.		
LMS Website	C#	April 2023
• Developed a learning management system leveraging a MariaDB backend.		
• Ensured seamless front-end/back-end integration using .NET technologies, including user authentication and course management.		
Sprite Editor QT Application	C++	March 2023
• Created a comprehensive sprite editor with detailed UI and user interactions.		
• Supported multiple image formats/export options and implemented advanced drawing tools with color manipulation features.		
Snake Network Game	C#	October 2022 – December 2022
• Built a networked snake game with distinct server and client implementations.		
• Managed multiplayer functionality with real-time synchronization.		

## MISC

Advent of Code 2025	Rust	December 2025 - January 2026
• Solved 22 challenges focusing on dynamic programming, graph algorithms, and geometric problems.		
• Improved Rust proficiency while implementing efficient data structures/algorithms to optimize solution performance.		
Project Euler	C++, Python	August 2020 – December 2020
• Tackled 59 mathematics and computation-intensive problems.		
• Employed efficient algorithms for large-scale numerical challenges, strengthening mathematical reasoning and coding proficiency.		

## TECHNOLOGY

Experienced	
• C++, Rust, C, C#, SQL, VSCode, Qt, Docker, Linux, MacOS	

**Proficient**

- Python, Java, Latex, Typst, R, Git, MS Visual Studio, MS Office, XCode