

# EDWARD STANFORD

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## EDUCATION

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

## AWARDS & HONORS

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

## EXPERIENCE

<b>Computer Systems Teaching Assistant</b> <i>University of Utah</i>	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.	
<b>Software Practice II Teaching Assistant</b> <i>University of Utah</i>	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.	
<b>GREAT Elementary School Summer Camp Instructor</b> <i>University of Utah</i>	June 2024 - July 2024
• Taught robotics concepts to elementary students with hands-on activities.	
• Supervised a structured learning environment for children.	

## PROJECTS

<b>Full Stack Photo Sharing App (Capstone Project) - BeThere</b> <i>C#, React</i>	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.	
<b>Full JPL Compiler</b> <i>C++, Rust</i>	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.	
<b>Rust GUI for ELO Media Ratings</b> <i>Rust</i> ↗	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.	
<b>Path of Memories Gamejam</b> <i>C# with Unity</i> ↗	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.	
<b>Circuit Simulator QT Application</b> <i>C++</i>	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.	
<b>LMS Website</b> <i>C#</i>	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.	
<b>Sprite Editor QT Application</b> <i>C++</i>	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.	
<b>Snake Network Game</b> <i>C#</i>	October 2022 - December 2022
• Built a networked snake game with distinct server and client implementations.	
• Managed multiplayer functionality with real-time synchronization.	

## MISC

<b>Advent of Code 2025</b> <i>Rust</i> ↗	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.	
<b>Project Euler</b> <i>C++, Python</i>	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

<b>Experienced</b>
• C++, Rust, C, C#, SQL, VSCode, Qt, Docker, Linux, MacOS
<b>Proficient</b>

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