

# Stanley Ke

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## EDUCATION

### University of Florida, Herbert Wertheim College of Engineering

Aug 2023 – May 2027

*Bachelor of Science in Computer Science*

*Gainesville, FL*

- Relevant Coursework: Data Structures and Algorithms, Software Engineering, Computational Organization, Linear Algebra, Professional Communication for Engineers

### Eastern Florida State College

May 2021 – May 2023

*Associate's in Liberal Arts*

*Melbourne, FL*

## PROJECTS

### GatorAI Website | *Typescript, Next.js, Three.js, TailwindCSS*

Aug 2024 – Present

- Spearheading the redesign and development of a dynamic, user-centric GatorAI website to enhance member engagement and increase club visibility.
- Leveraging Next.js to implement a full-stack solution with optimized performance, SEO, and server-side rendering for faster loading and a better user experience.
- Incorporated advanced libraries such as Three.js and TsParticles to create interactive, dynamic elements that brought the website to life.

### Fortnite Pathfinder | *React, TailwindCSS, Git, Vercel*

Nov 2024

- Won **1st** place among 175+ groups in a competition focused on algorithm interpretation and data processing
- Built a React web application to visualize and compare Dijkstra's vs A\* Search pathfinding algorithms.
- Mapped 500,000+ terrain data points to build an accurate interpretation of the in-game map.
- Deployed a responsive and visually stunning web app with TailwindCSS styles on Vercel.

### Enviropact | *ReactJS, TailwindCSS, Firebase*

Sep 2024

- Designed and developed an intuitive user interface for Enviropact, an app dedicated to fostering and sustaining community engagement in environmental initiatives.
- Utilized component libraries such as AntD for consistent and reliable user experience and framer motion animation library for advanced designs.

## EXPERIENCE

### Frontend Developer Intern

Jan 2025 – Present

*University of Florida, College of Medicine*

*Gainesville, FL*

- Designing and refining the Year-to-Date (YTD) Normalized Performance module which plays a critical role in performance tracking for the UF College of Medicine's 30+ departments
- Partnered with a graphic designer to create dynamic, reusable YTD modules, seamlessly integrating them into the website's existing structure.

### GatorAI Co-Webmaster

Aug 2024 – Present

*University of Florida*

*Gainesville, FL*

- Partnering with a senior student and Meta SWE to design and develop the GatorAI website, aimed at enhancing the club's online presence and member recruitment.
- Led the design and development of the landing page, delivering a seamless and visually engaging user experience

### Society of Asian Scientists and Engineers, SASE Intern

Aug 2023 – May 2024

*University of Florida, College of Engineering*

*Gainesville, FL*

- Contributed to the graphics committee by designing eye-catching graphics to attract new members and boost attendance at General Body Meetings (GBMs).
- Technical specialist of the social committee in the spring semester to build the SASEBowl game for the event garnering participation of around 50 students

## TECHNICAL SKILLS

**Languages:** Python, C++, HTML/CSS, Javascript, MATLAB, ARM/Assembly

**Frameworks:** Node.js, Next.js, Express.js, Material-UI

**Developer Tools:** Git, VS Code, Clion, PyCharm, Figma, Dreamweaver Matlab, Photoshop, Blender, Autocad, Microsoft Suite

**Libraries:** React, Three.js, MUI, Framer Motion, OpenCv, SFML, PyGame, Catch2