

Stanley Ke

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EDUCATION

University of Florida

Aug 2023 – May 2027

Bachelor of Science in Computer Science

Gainesville, FL

- Relevant Coursework: Data Structures and Algorithms, Enterprise Software Engineering, Computational Organization, Linear Algebra, Professional Communication for Engineers
- Cumulative GPA: 3.78/4.0, HWCOE Dean's list Fall 2023, Spring 2023,

PROJECTS

GatorAI Website | [Github](#) | Typescript, Next.js, Three.js, TailwindCSS

Aug 2024 – Present

- Led the complete redesign and development of the GatorAI website, improving new user engagement by 40%.
- 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.

Fortnite Pathfinder | [Website](#) | 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 utilizing component libraries such as AntD and framer motion.

EXPERIENCE

Frontend Developer Intern

Jan 2025 – Present

University of Florida, College of Medicine

Gainesville, FL

- Designed and refined the Year-to-Date (YTD) Normalized Performance module in React to enhance performance tracking for 30+ medical departments.
- Processed and structured 10,000+ data entries using Python, creating dynamic effort tables that improve reporting accuracy and visualization for administrators.
- Utilized React, TypeScript, TailwindCSS, and Python to develop efficient, user-friendly interfaces. | [Github](#)

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.
- Leader in General Body Meetings (GBMs) to educate and engage members on AI topics, increasing and sustaining student attendance.

WiNGHacks Mentor

Feb 2025

University of Florida

Gainesville, FL

- Debugged issues with React projects such as with useState, assisted with Git merge conflicts using Vim terminal commands, and helped deploy websites to Vercel with custom domains.

SASE Intern

Aug 2023 - May 2024

Society of Asian Scientists and Engineers

Gainesville, FL

- Developed SASEBowl, an interactive game on MS Powerpoint using VisualBasic logic, with an event turnout that garnered 50+ participants, boosting member engagement.

TECHNICAL SKILLS

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

Frameworks: Node.js, Next.js, Express.js, MongoDB

Methodologies and Tools: Git, VS Code, Clion, Figma, Jira, Agile development, Scrum, Sprint Planning, Vim, Dreamweaver, Blender, Microsoft Suite

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