

Stanley Ke

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EDUCATION

University of Florida

Expected May 2027

Bachelor of Science in Computer Science — GPA: 3.83/4.0

Gainesville, FL

- Relevant Coursework: Data Structures and Algorithms, Enterprise Software Engineering, Computational Organization, Introduction to Cryptology, Professional Communication for Engineers
- College of Engineering Dean's list for Fall 2023 and Spring 2023

WORK EXPERIENCE

Lockheed Martin

Orlando, FL

IT Intern

Jun 2025 – Present

- Developed internal web applications for the 1LMX digital transformation using a broad range of modern web technologies, ensuring solutions are future forward and aligned with the latest industry standards.
- Built core components for the Agility Viewer, enabling stakeholders to visualize team hierarchies, while collaborating in an Agile team with daily standups and monthly sprints.

SwampHacks XI

Gainesville, FL

Technical Developer - Discord

May 2025 - Present

- Developed a modular Discord bot for automating moderation, ticketing, and utility commands using **Python** and discord.py.
- Manage the Discord server for SwampHacks, UF's flagship hackathon, ensuring stability, engagement, and real-time updates for **500+** members, while developing custom automation tools to streamline event operations.

University of Florida, College of Medicine

Gainesville, FL

Frontend Developer Intern

Jan 2025 – Apr 2025

- Designed and refined the Year-to-Date (YTD) Normalized Performance module in **React** to enhance performance tracking for 30+ medical departments.
- Parsed **10,000+** data entries using Python, creating dynamic effort tables and tables for the Association of American Medical Colleges (AAMC) that improved reporting accuracy and visualization for administrators.
- Developed dynamic and user-friendly data tables in React using TanStack and MUI Tables, creating customized experiences.

PROJECTS

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

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 integrated Three.js to develop interactive 3D animations, enhancing user engagement.

Fortnite Pathfinder | [Website](#) | React, TailwindCSS, Git, Vercel

Nov 2024

- **1st** winner 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.
- Followed **Agile** methodologies to coordinate tasks and efficient Git branching strategies.

PicklePals | [Repository](#) | Typescript, Next.js, MongoDB Atlas

Feb 2025 - Apr 2025

- Led development of a community-driven full stack app that connects pickleball players with local courts and events via an interactive Mapbox GL map showcasing 100+ courts across the U.S.
- Incorporated agile practices, including weekly standups, sprint planning and backlog management, to prioritize work and iteratively deliver new PicklePals features.

TECHNICAL SKILLS

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

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

Methodologies and Tools: Git, VS Code, Linux/Bash, OpenSSL, Clion, Figma, Jira, RESTful APIs, Clerk Auth, Prisma, MongoDB, Agile development, PostgreSQL, Blender, Microsoft Suite

Libraries: React, Three.js, MUI, TanStack, OpenStreetMap, Framer Motion, OpenCv, Catch2