Cheryl Stanley

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Education

University of California, San Diego | M.S. Computer Science and Engineering
University of California, Santa Barbara | B.S. Computer Engineering

(June 2026) | GPA: 4.0 (March 2024) | GPA: 3.7

Skills

Languages: C++, Java, Python, Swift, Javascript / HTML / CSS, Typescript, C, Verilog, Assembly (MIPS) Tools

- Pytorch, Tensorflow, Jupyter, NumPy, Firebase, Keil, LTSpice, Azure DevOps, Git, Red Hat (DBMS)
- AWS services for cloud computing including DynamoDB, Lambda, S3, SNS, SQS, EC2
- Highlighted Coursework: Machine Learning, Computer Vision, Artificial Intelligence, Deep Learning, Fund. Database Design, Operating Systems, Advanced App Programming, Human Computer Interaction

Experience

UCSB Jeong Lab - Undergraduate Research Assistant

(June 2023 - June 2024)

- Worked with Dr. Haewon Jeong (https://haewonjeong.com/) to research techniques in fairness in machine learning / algorithmic bias, continuing on Jeong's previous work, linked here: Fairness in Education
- Created custom prediction tasks using Folktables Python package, randomly sampled percentages of approx. 100K
 different racial data points, calculated fairness metrics, visualized data, and replicated Dr. Jeong's research results on a
 mixed data, large scale dataset

Artera - Software Engineer

(Sept. 2023 - Mar. 2024)

- Worked on a team of 6 to create AWARE, a Swift app with a custom built ML model to make real-time predictions based on a user's biometric data, enacting safety measures based on the predicted level Github
- Our team placed 2nd overall at the annual CS Summit (2024) hosted by UCSB

Lawrence Livermore National Laboratory - Computing Intern

(June 2020 - June 2023

Worked on 2 applications, CAAS (Classified Account Authorization Service) and ACE (AWS Compliance Enforcement)

- Converted the CAAS app from AngularJS to Angular 2+, leading to increased speed and efficiency of the customer facing app
- Automated record cleanup for the ACE web app using AWS Lambda to clean up database records at specified intervals and on detecting changes, reducing costs by 15%
- Created SAM (Serverless Application Model) applications to deploy AWS pipelines
- Programmed a data ingestor which receives payloads from SQS and writes it to DynamoDB as a way to record remediation status.
- Optimized website performance by using AWS Cloudwatch and Lambda, achieving a 25% reduction in latency when the website loads.

Projects

- AWARE (2024) An iPhone / Apple Watch application coded in Swift which uses a Random Forest model trained on 3D accelerometer data and heart rate to classify a user's level of intoxication, allowing users to send location to emergency contacts (Google Maps API), call 911 (Twilio API), and request rides from from their current location (Uber API) Github
- GauchoRide (2023) Contributed to legacy code base in Java for a rideshare app which helps UCSB students with disabilities schedule rides with volunteer drivers, worked with Jacoco, PiTest, Spring Boot, Maven, Google Authenticate and JUnit. Added crucial operations including backend CRUD for deleting and adding new users and drivers as well as error handling Github
- Dice Game (2020) Game which helps users make decisions by using custom elements drawn in CSS as "dice" and a button which refreshes the page on-click to "roll" the dice, and ascribes a winner based on numeric value of randomly generated numeric value on dice Github