

STANLEY CHEUNG

Major in Computer Science, Year 3

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EDUCATION

The University of British Columbia | GPA: 4.33/4.33

September 2022 – May 2027

B.Sc, Major in Computer Science

Vancouver, BC

- **Courses:** Relational Databases, Algorithms & Data Structures, Computer Systems, Object-Oriented Programming
- **Awards:** 2023–2024 Charles & Jane Banks Scholarship, 2022–2023 UBC Science Scholar (standing of 90%+) & Dean's List

TECHNICAL SKILLS & CERTIFICATIONS

Languages: TypeScript, JavaScript, Python, C, C++, Java, SQL

Frameworks: React, Express.js, Recoil, MUI, Ant Design

Other: Node.js, PostgreSQL, Docker, Git, AWS, RESTful APIs, Sequelize ORM, Linux, React Query, Prometheus, Jira

Certifications: AWS Certified Cloud Practitioner

EXPERIENCE

Full Stack Developer | React, TypeScript, Express.js, PostgreSQL, AWS

January 2024 – July 2024

VoltSafe Inc.

Vancouver, BC

- Designed and implemented an end-to-end roles-based access control system with an Express.js, PostgreSQL, and AWS Cognito backend, ensuring controlled access to the internal admin dashboard.
- Developed and Dockerized a server monitoring system and visualization web app using React, Express, and Prometheus, enabling real-time collection and analysis of CPU, RAM, and disk metrics across 7+ EC2 web and database servers.
- Developed an image and document storage system with RESTful API for the marina management app, leveraging AWS S3 to optimize performance and reduce bandwidth costs, enabling seamless upload and retrieval of customer documents and vessel images.
- Conducted performance analysis of the marina management app using Chrome Lighthouse, reducing total app bundle size by 22% by pruning unused static assets, leading to improved load times.
- Authored a comprehensive QA report, identifying over 15 functionality and UI bugs across 3+ major browsers, and provided detailed reproduction steps and actionable next steps, enhancing overall application stability.

Mobile Developer (Volunteer) | React Native, Figma

June 2023 – October 2023

Eat n' Log

Vancouver, BC

- Worked with a multidisciplinary team of 15 using the Scrum methodology to develop the beta for a cross-platform mobile app, enabling food lovers to seamlessly document and share their favourite dishes and dining experiences.
- Independently developed five core UI features with React Native: search bar, filters by categories, home screen, authentication flow, and editable user entry pages.

TECHNICAL PROJECTS

Image Compression Tool | C++

July 2023

- Built an image compression program in C++ that can process images up to 5 million pixels.
- Implemented a recursive traversal function to prune subtrees within a user-determined tolerance threshold, enabling compression at different intensities.
- Leveraged dynamic programming to calculate average HSLA pixel values in $O(1)$ time instead of $O(n)$.

TwoChess | Java, JUnit, Swing

April 2023

- Created a two-player chess game using the Model-View-Controller (MVC) design pattern.
- Wrote a full-fledged suite of unit tests with JUnit resulting in 100% code coverage.
- Implemented local storage using JSON, allowing users to save and resume past matches.