Stanley Zheng

(347) 399-3732
stanley@stanzheng.com

Employment

Cloud Software Engineer	Cloudreach	Jan. 2018 - Present

- Works on a team of engineers who's goal is to enable enterprise customers to adopt and harness the power of cloud computing. Specializes in Amazon Web Services and Google Cloud Platform.
- **AWS Solutions Architect Associate** - Certified Feb. 20 2018 License V795GSW1DEEE1S36
- Languages: Python; JavaScript; SQL;
  Technologies: Git; ELK Stack; Docker; Lambda; Athena; Workspaces; Terraform; Serverless;

Software Engineer	Dominion Enterprises	May 2017 - Dec. 2017

- Backend developer at Homes.com, a real estate listings company, building and deploying microservices.
  - Worked cross team to design microservices architecture leveraging Kubernetes and containerization.
  - Develop RESTful APIs to replace legacy monolithic apps and drive best practices for team code standards.
- Languages: JavaScript; Python; Bash;
  Technologies: Kubernetes; Docker; Docker-compose; Node.js; Hapi.js; Atlassian Bamboo; MSSQL;

Backend Developer	Grow	Jan. 2015 - Oct. 2016

- **ContentAds** (2016). Lead developer on dynamic ads platform for clients Google and Rogers Canada. Developed an asset pipeline that transformed live content on demand into assets for ads ready to be trafficked.
- **Grow Gifts** (2015). Team lead on an award-winning end-to-end e-commerce experience, where hundreds of personalized gifts were created, shared, fulfilled, and shipped to friends and clients around the world.
- Languages: Python; JavaScript; Java; C#;
  Technologies: Flask; React; Redis; Google Cloud Platform; Restlet; Nginx; FFmpeg;

Education

Recurser	Recurse Center	Nov. 2016 - Feb. 2017

- Participated in a 12-week coding retreat at the Recurse Center in NYC. Improved personal programming skills through project based learning, mentoring, and pairing with other programmers.
  - Contributed to *Zulip*, a popular open source project with a large code base and high code standards.
  - Explored the field of machine learning and data science through MOOC's and personal projects.
  - QDraw (2016). Reverse engineering and recreating Google's QuickDraw neural network game.
- Languages: Python; JavaScript; Golang;
  Technologies: Jupyter Notebooks; Django;

Student	Old Dominion University	Sept. 2010 - June 2015

- Bachelor of Science in Computer Science, May 2015.
- Chair Association for Computing Machinery, Sept. 2013 - May 2014.

Volunteer Experience

Brigade Captain	Code for America	Feb. 2013 - Present

- **OkCandidate** (2016). Digital voter guide in partnership with the Virginia Pilot. Over 5000+ users matched with local candidates during November local election cycle.
- Languages: Python; JavaScript; HTML; CSS;
  Technologies: React; Redux; Hapi.js; Angular.js; Docker; Mongodb; SQLite;

Co-Organizer	Norfolk JavaScript User Group	Jan. 2014 - Present

- Grew the local JavaScript community in Norfolk, VA through monthly speaking events and workshops. Largest user group in the Hampton Roads metro area with over 500+ members and 20+ events annually.