

Stanley Keopilavan

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EDUCATION

California Polytechnic State University

San Luis Obispo, CA

Bachelor of Science - Computer Science

Expected Graduation 2026

- Relevant Coursework: Intro to Computing, Fundamentals of Comp Sci, Data Structures, Project-Based Object-Oriented Programming and Design, Introduction to Computer Organization, Systems Programming, Design and Analysis of Algorithms, Intro to Database Systems, Introduction to software Engineering, Programming Languages
- Clubs: Club Volleyball, Chinese Students Association, Korean American Students Association, CS + AI

EXPERIENCE

Fellow

June 2023 – August 2023

Photostart

San Francisco, CA

- Supervise and lead a group of teens through a fast paced learning process of how to take photos
- Communicate with the head of programming to help plan for upcoming events and meetings
- Work with parents to help understand any difficulties or conflicts that may appear
- Critique students photos and help them improve upon their skills to become more confident in their skills

Young Planner

June 2021 – August 2021

San Francisco Planning

San Francisco, CA

- Worked with experienced planners and help solve environmental problems that affect the city
- Research low income families and help provide them with proper housing and food
- Worked with transit to help provide rides for families who could not afford the price

Junior Program Leader

June 2022 – August 2022

YMCA

San Francisco, CA

- Supervised a group of students during activities and lessons providing assistance when needed
- Help set up and break down work spaces for students that are in need of a place to study
- Plan activities and lessons for students which helped them improve on their skills

PROJECTS

Save The Trees | *Python, React, VS Code*

April 2023 – May 2023

- Developed a website to display information about the impact of global warming on trees
- Developed a gacha like system that allowed the user to collect different types of trees of different rarities
- Help create a database designed to store information, allowing individuals to save the trees they have gathered
- Assisted in developing the UI allowing for better navigation to find certain information

Carizmix | *JavaScript*

Sept 2022 – November 2022

- Developed a rougelike game from a top down perspective that was inspired off of The Binding of Issac
- Implemented moving projectiles that will react differently depending on the object it collided with
- Worked with collision of characters allowing the character have special interacts with its environment and enemies
- Collaborated with other game developers to understand and further improve the game

Personal Website | *HTML, CSS, Github*

October 2023

- Developed a personal website to display various amounts of information about me
- Designed and developed a user-friendly website using HTML and CSS
- Learned to Upload the website to Github allowing the website to run on its own server
- Implemented a interactive website that appeals to users that are unfamiliar with modern technology

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML, CSS, C, RISC-V, DrRacket, SQL, DataGrip

Frameworks: React, Node.js

Developer Tools: VS Code, PyCharm, IntelliJ

Hobbies/Interests: Competitive Bowler, Gym, Games, Food Critique, Cooking, Virtual Reality