# Kris Frasheri

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## SKILLS

**LANGUAGES:**

• C / C++ / C# • Python • SQL • Java • JavaScript • HTML5 • CSS • TypeScript

**TOOLS & FRAMEWORKS:**

• TensorFlow • Pytorch • AWS • Azure • DVC • Sisense • Hydra • Docker • Snowflake • Keras
• .NET • React • NumPy • Pandas • OpenCV • OpenGL • Unity • Bash • Git • Jenkins • D3 • LaTeX

## EDUCATION

**UNIVERSITY OF WATERLOO** | Masters of Computer Science, Thesis
September 2022 - December 2024 | Waterloo, ON

- Conducted research in the domain of self-reflection technology for understanding bias in machine teaching under the supervision of Edith Law
- Developed a Human-in-the-loop LLM annotation tool aimed at recognizing and mitigating labeller biases in subjective dataset labelling tasks

**UNIVERSITY OF WATERLOO** | Bachelor of Computer Science
September 2016 - August 2021 | Waterloo, ON

- Honours Computer Science - Co-operative Program, graduated with distinction

## EXPERIENCE

**SESSIONAL LECTURER** | University of Waterloo
January 2023 – Present | Waterloo, ON

- Coordinated the delivery of CS246: Object-Oriented Programming (Bash | C++ ), CS349: User Interfaces (TypeScript | HTML | CSS | React ), CS245: Logic and Computation and CS116: Introduction to Programming Fundamentals (Python )
- Conducted bi-weekly lectures, presenting topics to classes of 80 - 160 students
- Developed assignments and exams to evaluate student understandings of core course concepts

**GRAPHICS ENGINEER** | Imagine Communications
January 2022 - December 2022 | Waterloo, ON

- Constructed upon a complex real-time graphics environment in OpenGL and C++
- Implemented frame-accurate, data-source-agnostic synchronization in the in-house graphics emulator, enabling dynamic rendering from live content feeds across both local and remote media
- Engaged in the development and transfer of existing graphics systems to support Linux
- Leveraged TypeScript and React in designing UI elements on the client side application

**AI ENGINEER** | ReeBee
September 2021 - December 2022 | Kitchener, ON

- Utilized Thompson Sampling with contextual bandits to personalize flyers recommendations to millions of users, increasing click-through rate by 8.8% yielding over 176,000$ in annual revenue
- Constructed and deployed a ML pipeline by containerizing our model with Docker , state iteration with DVC + Hydra and model deployment with AWS Lambda
- Leveraged Snowflake and Sisense for live model performance monitoring and visualization

**SOFTWARE ENGINEER - FACILITIES EMULATION** | Dematic
May 2020 - September 2020 and January 2021 - April 2021 | Waterloo, ON

- Leveraged Unity's Data Oriented Technology Stack (DOTS) in enhancing the performance of large scale client scenes that utilized over 500,000 dynamic entities by 135%
- Implemented control flow algorithms on monorail and conveyor layouts in C# within Unity to optimize package transportation at run time, enhancing customer supply chain efficiency by 37%

## PROJECTS

**MNIST MATH**

- An educational website written in HTML5 , CSS and Javascript for users to solve arithmetic problems through hand-drawing digits on a canvas
- Leveraging the MNIST dataset through Keras , the model was built in Tensorflow , trained in a Jupyter notebook and converted to Tensorflow.js for serving on the website
- Client input was collected with OpenCV.js , pre-processed and fed to the model