

KRIS FRASHERI

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SKILLS

Languages: C/C++/C#, Python, HTML, CSS, JavaScript, Scheme and Assembly

Tools: Bash, Git, LaTeX, UML, Adobe Photoshop, Illustrator, InDesign, Premiere Pro, Dreamweaver, Unity

Soft: Time Management, Organization, Communication, Ability to Thrive in Team and Individual environments

EXPERIENCE

Instructional Support Assistant – University of Waterloo, Waterloo ON April 2018 – Present

- Coordinated multiple lectures of 54 to 71 students, facilitating the learning of **Python 3**
- Increased course efficiency through the optimization and automation of back-end processes with Python and Bash scripting
- Operated individually with struggling students, tailoring teaching materials to accommodate their needs and interests.
- Managed a team of graduate students in a professional manner when presenting assignment deadlines and marking.

Community Center Guitar Teacher – Country Hills Community Centre, Kitchener ON March 2014 – Present

- Coordinated classes of six to eight students with varying levels of guitar experience
- Organized class content in advance with the Guitar Advisor, set up and took down tables and chairs.
- Operated individually with struggling students, tailored teaching plans to accommodate their needs and interests.
- Built customer confidence by actively listening to their concerns and providing appropriate feedback.

Customer Service Representative – Best Buy, Kitchener ON August 2017 – September 2018

- Actively listened and tailored my sales approach to address customer needs, generating a comfortable environment.
- Utilized innate analytical and interpersonal skills to effectively up-sell services and develop customer confidence.
- Balanced the needs of multiple customers simultaneously in a fast-paced environment.

RELEVANT PROJECTS

Sorcery Card Game March 2018 – April 2018

- Implemented a spin-off of the popular card game Hearthstone using **C++** as part of a CS246 final project
- Developed **UML** diagrams prior to development as a tool to select appropriate design patterns for implementation
- Generated efficient object-oriented code using encapsulation, inheritance and polymorphism where appropriate

Connecting Comms January 2017 – May 2017

- Coordinated in a team of four to create a charity application that aids underdeveloped neighborhoods in receiving financial support and national recognition in their region
- Communicated effectively among group members to meet deadlines for the project and achieve product goals with a high attention to detail and our end user experience
- Conducted numerous user experience tests and utilized the data to improve our project platform
- Interactive design board was developed in **InVision** and can be found here: <https://bit.ly/2pvPio3>

BoardMasters May 2017

- Implemented a turn based tactical board game within **Unity** using **C#** in a 48-hour Game Jam competition
- Applied object-oriented principles using design patterns, polymorphism and encapsulation where appropriate
- Employed Dijkstra's algorithm and dynamic animation to refine product gameplay and efficiency
- Designed the UI and graphical elements with Photoshop and Illustrator to enhance game clarity and quality

EDUCATION

University of Waterloo, Waterloo, ON September 2016 – 2021 (Expected)

Candidate for Bachelor of Mathematics, Honours Computer Science

Achieved the **Merit Scholarship (2016)** and **Dean's Honors List (2016-2017)** at the University of Waterloo

Cameron Heights Collegiate Institute, Kitchener, ON September 2012 - June 2016

International Baccalaureate and Secondary School Diploma

INTERESTS

- Key Club President, Cameron Heights Collegiate Institute, Kitchener, ON, April 2015 – June 2016
- Avid guitar player, game developer, and swimmer.
- Enjoy learning and applying new skills, especially in fast-paced, professional, business environments.