# KRIS FRASHERI

www.krisfrasheri.me | +1 (519) 505-6034 | krisfrasheri@gmail.com | github.com/RagnaroksPride

## **SKILLS**

Langages: Linux environnement, C/C++/C#, Python, HTML, CSS, JavaScript and Assembly

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

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 optimising and atomizing 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 through the use of 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 through the use of 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 – Present:

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

International Baccalaureate and Secondary School Diploma, Cameron Heights Collegiate Institute, Kitchener, ON | June 2016

### 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.