

ANDREW FROLKIN

3A Computer Science

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PROFILE

Creative, self-motivated and ambitious student with a passion for Android Development, dedicated to developing functional and well-designed mobile applications. Fast learner, eager to meet challenges and quickly assimilate new concepts. Clear and concise verbal and written communication skills. Cooperative and effective team member, also capable of working independently with minimal supervision. Outstanding time management skills; ability to work under pressure and complete tasks in an organized manner. Excellent problem solving skills; developed through personal projects and previous employment experience.

SKILLS SUMMARY

Programming	Java, C, C++, HTML, CSS, JavaScript, jQuery, CoffeeScript, JSON, XML, BASH, Gherkin, Shell Scripting, Scheme, Turing, BASIC, Assembly, MIPS, Latex
Software	Android Studio, Eclipse, Selenium, Git, SVN, JUnit, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Flash), LibGDX, Matlab, Pootle, Appium
Skills	Android Development, OOP, Game Development, Web Development, Agile, Linux/Unix, RESTful Web Services, QA, Unit Testing, Functional Testing, Technical Writing

WORK EXPERIENCE

Android Developer

September 2014 – December 2014

OANDA Canada, Toronto, Ontario

- Collaborated with mobile team to ship OANDA's multilingual forex trading platform fxTrade 4.0 with support for phones and tablets on Android 2.2+
- Coordinated with HSBC to develop and ship MarginFX for Android
- Developed bug fixes and improvements for fxTrade 3.x
- Implemented back end and front end code, tests and test plans for Trade Defaults
- Optimized existing API functions in fxTrade Android SDK

Web Developer

January 2014 – April 2014

OANDA Canada, Toronto, Ontario

- Closely coordinated with the Web team to provide on-going development of the Web GUI version of OANDA's fxTrade platform in an agile environment (app.oanda.com) using CoffeeScript, HTML, CSS, SASS, Handlebars, NodeJS
- Employed behaviour driven development techniques to design and implement unit, functional and acceptance tests using MochaJS, CucumberJS, and Selenium WebDriver
- Responsible for many user interface improvements and suggestions
- Member of winning team for semi-annual company-wide hackathon, developed an algorithmic trading program utilizing OANDA's open rest API

Software Programmer

May 2013 – September 2013

IYB Consultants, Markham, Ontario

- Worked independently to develop a responsive front-end HTML5 version of IYB's ScrapIt application and implemented additional RESTful web services
- Built, maintained and installed Linux machines for clients as well as office personnel
- Provided instructive technical support for clients

EDUCATION

Candidate for Bachelor of Computer Science - SE Option

September 2012 – present

University of Waterloo

Relevant Assignments and Activities

- Quadris - CS246: Algorithm Design and Data Abstraction
 - Achieved a perfect grade on final group project which incorporated all CS246 topics through development of a Tetris-like game in C++
 - Closely collaborated with another student to implement numerous extra features
 - Demonstrated knowledge of Builder, Factory, Decorator, Visitor, Template patterns
- Relevant Assignments – CS240: Data Structures and Data Management
 - Assignments involving designing data structures and algorithms for various use cases
 - Analyzed complex algorithms and determined running times and asymptotic notations
- Member of University of Waterloo, Computer Science Club
 - Participated in Hackathons, coding events and gatherings
 - Attended events and talks related to CS topics outside of university curriculum

PERSONAL PROJECTS

Shapes App (github.com/afrolkin)

- Multiplatform game inspired by "dots", "JustGet10", and "Candy Crush"
- Developed using Java and LibGDX framework
- Utilized Scene2d scene graph for simplified hit detection, actions and 2d Drawing

Endless Runner App (github.com/afrolkin)

- Utilized basic MVC principles to create an "endless runner" game for Android
- Developed using Java and LibGDX framework to allow for simultaneous multiplatform development for HTML5, iOS, and Android
- Implemented efficient algorithms for object randomization and collision detection

Personal Website (www.andrewfrolkin.com)

- Developed simple and minimalistic single-page, personal website in HTML5, JavaScript and CSS3
- Employed responsive web design to allow multiple devices to view the webpage
- Actively maintained and updated with relevant information