

AMIR HASRATI

Full-stack Software Engineer

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EDUCATION

University of Guelph

Sep 2022 – May 2027

Honours Bachelor of Computing, Co-op

Guelph, Ontario

- Major in Computer Science
- University of Guelph Entrance Scholarship
- **Relevant Coursework:** Data Structures, Algorithms, Object-Oriented Programming, Operating Systems

TECHNICAL SKILLS

Languages: Python, JavaScript, C, Java, HTML/CSS

Technologies/Frameworks: Git, Node.js, Express.js, Tailwind

Operating Systems: macOS, Ubuntu, Windows

EXPERIENCE

University of Guelph

Sep 2023 – Dec 2023

Teaching Assistant, CIS1500

Guelph, Ontario

- Taught C programming concepts, including print-formatting, conditional statements, loops, functions, pointers, and structs to over 200 students
- Graded coding assignments using an in-house automatic grading script and communicated accurate feedback and explanations to each student.
- Proactively followed instructor specifications and requirements, completing tasks efficiently and contributing to a cohesive teaching team, providing a positive learning environment for all students.
- Resolved student questions promptly, demonstrating a strong, conceptual understanding of programming foundations and adapted explanations to cater to different learning styles.

PROJECTS

Personal Website | JavaScript, Tailwind, Express.js Node.js

January 2024

- Designed and implemented a personal portfolio website and deployed it with fly.io.
- Built elegant, interactive, and responsive UI using Tailwind and JavaScript.
- Implemented server-side routing to render the correct HTML files based on the user's GET requests.
- Improved the user experience by implementing front-end state management with JavaScript.

The Web Developer Bootcamp | HTML/CSS, Bootstrap JavaScript

Apr 2023 – Sep 2023

- Structured, styled, and manipulated web pages using HTML, CSS, and JavaScript.
- Created responsive components such as navbars and banners to provide a positive user experience.
- Created resource-oriented endpoints using Express.js to enable seamless data communication between clients and servers, adhering to RESTful architecture principles.
- Implemented efficient CRUD operations using Express.js.

Whack-A-Cloud | Python, Agile

Dec 2020

- Conceptualized and implemented a Whack-A-Mole style game using Python's Pygame library.
- Collaborated in a team of three throughout the development life cycle, adhering to agile methodologies to boost productivity and improve project organization.
- Conducted team meetings, promoting collaboration and encouraging each member to effectively contribute to the project.
- Handled and managed user clicks with Pygame's event object to track and update the score of the game every frame.