

**Skills**

* Java
* JavaScript
* C#
* C++
* C
* Python
* SQL
* React
* Angular
* Node.js
* Unity
* AWS
* Git
* TFVC

**Contact Information**

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**Honors and Awards**

**Best Software Project** at Stanford’s spring software fair from Facebook and Google

**Best Game Mechanic** in Stanford game development course from Blizzard Entertainment

**Stanford Boothe Prize Nomination** for excellence in writing

**Software Engineer Intern – Web Platform** June – September 2018

**Roblox** San Mateo, CA

Built high throughput APIs and microservices that impact the way millions of players interact with the platform every day.

* Designed, presented, and implemented a filtering algorithm to limit the number of phishing games appearing on the front page, a high-profile issue affecting a large percentage of users.
* Prototyped frontend infrastructure for creating pages using React and Redux.
* Researched and proposed the integration of GraphQL into existing infrastructure including the conversion of current schemas to fit the graph model.



**Software Engineer Intern – Infrastructure** June – September 2017

**Zillow Group** San Francisco, CA

Worked on Zillow Group’s rental data platform used by HotPads, Trulia, and Zillow.

* Designed and implemented dynamic GraphQL endpoint generation for existing APIs.
* Integrated Google’s gRPC framework into the platform to increase throughput of existing endpoints while reducing their data usages.
* Built an application on the platform to track pending updates for developer machines.



**CS106 Section Leader** September 2016 – April 2017

**Stanford University** Stanford, CA

Led weekly discussion sections for Stanford’s introductory computer science courses.

* Reviewed concepts such as data structures, Big-O algorithm complexity, and recursion in addition to grading assignments and providing feedback.

**Software Engineer Intern – Backend** June – September 2016

**Cask Data** Palo Alto, CA

Worked on Cask’s flagship software, CDAP, a big data application platform built on Hadoop.

* Designed and implemented macro-substitution and “custom actions,” allowing ETL pipelines to be easily reconfigured and give users more control over their pipeline’s flow.



**Projects**

**See++ seepluspl.us**

An educational tool that visualizes C++ and C memory throughout a program’s execution. Runs user code via Valgrind and visualizes flow through a React web application. Received awards from Facebook and Google for best Stanford software fair project.



Kashif S. Nazir

**CS198 Tools Course Assistant** April 2017 - Present

**Stanford University** Stanford, CA

Developing tools that enable teaching assistants (TAs) in Stanford’s computer science department to collect, grade, and provide feedback for students.

* Created “Stanford Paperless,” a web application using React, Express, and MariaDB that enables TAs to review and grade student submissions digitally. Averages 2,000 active users per month during the academic year.

**Experience**

**Education**

**Stanford University** September 2014 – June 2020

**Master of Science**, Computer Science, expected conferral June 2020  
**Bachelor of Science**, Computer Science, conferral pending completion of master’s GPA: 3.78