Farzad Rahman

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EDUCATION

University of Waterloo — Waterloo, ON
Bachelor of Applied Science, Computer Engineering — *Expected Apr. 2027*

TECHNICAL SKILLS

Languages: C/C++/C#, Python, Java, JavaScript, Typescript, Swift, .NET, VHDL, Verilog, SQL, MATLAB
Frontend/Backend: React, Next.js, Node.js, Express.js, RESTful APIs
Infrastructure (Cloud/Storage): AWS (Lambda, S3, DynamoDB), Google Cloud Platform (GCP), PostgreSQL, Serverless Architecture, CI/CD Pipelines, Jenkins
Testing/Tools: Cypress, Selenium, xUnit, Unittest, Vercel, Supabase

EXPERIENCE

Varicent — Jan. 2026 - Apr. 2026
Software Developer
- Engineered a SaaS web application using React and TypeScript to translate Figma designs into responsive components.
- Developed a serverless backend with GraphQL, Apollo, and AWS Lambda to build scalable enterprise infrastructure.
- Delivered production-ready code using Git and Jest while leveraging Cursor to accelerate the development life cycle.

Blair Health — Jan. 2025 - Apr. 2025
Fullstack Developer
- Built and deployed a HIPAA/PIPEDA-compliant healthcare platform using Next.js, TypeScript, Supabase, and GCP Cloud Run, supporting 600+ users
- Designed a secure PostgreSQL schema with encryption and RBAC to manage 100+ treatment plans, medications, and patient records
- Delivered application within 30 days for 30+ pilot patients, integrating EHR, Twilio video chat, and Stripe payments for end-to-end clinical workflows

Clearpath Robotics — May. 2024 - Aug. 2024
Software Test Engineer Intern
- Improved Cypress automation reliability by 66%, reducing test flakiness and preventing false failures in OTTO Fleet-Manager and OTTO App software
- Enhanced system performance and release reliability for OTTO-MOTORS robot platforms through automated cypress testing
- Created multidimensional canvas testing system for Fleet-Manager by designing and programming a system using linear algebra to map robot pathfinding routes

BlackBerry — Sep. 2022 - Apr. 2023
Software Development Engineer in Test
- Identified and resolved 25+ critical defects in Cylance MTC platform, improving release quality and reducing production bugs by 20%
- Expanded xUnit and Cypress.IO test coverage by 30%, enabling seamless MTC–UES integration testing
- implemented Jenkins-based automation in Groovy with PowerShell modules, cutting test cycle time by 40% across environments

Mollymawk Software — Jan. 2022 - Apr. 2022
Fullstack Developer
- Built and launched full-stack glider-club management app using React, AWS Lambda, and DynamoDB, serving 200+ worldwide gliding clubs
- Integrated frontend with AWS backend, managing 5+ microservices via Lambda, S3, and DynamoDB APIs
- Engineered audit logging and OAuth-based authentication for 1,000+ daily users, improving system reliability and access control

PROJECTS

Pickup-Game Management System | *React, Tailwind, Vite, Node, Express, Render* — Oct. 2025
- Developed a mobile-first sports-recreation pickup-queue web app used by 1,500+ teams across 20+ sessions, enabling real-time team rotation and live "in-play" status
- Built full stack with React + Tailwind (frontend) and Express + file-based persistence (backend); supports "winner stays on" or "both to back" modes and auto-resets at midnight
- Deployed frontend via GitHub Pages and configured backend for on-demand cloud or local launch; achieved ¡ 3s startup, zero downtime in 30+ trials, and seamless cross-device access