

Farzad Rahman

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EDUCATION

University of Waterloo

Bachelor of Applied Science, Computer Engineering

Waterloo, ON

Expected Apr. 2027

TECHNICAL SKILLS

Languages: Python, JavaScript, C/C++/C#, Java, Typescript, MATLAB

Infrastructure: AWS, GCP, React, .NET, Express.js, Node.js, SQL, git, Jenkins

Concepts: Software Engineering, Databases, Full Stack, Cloud Computing, Operating Systems

EXPERIENCE

Varicent

Jan. 2026 - Apr. 2026

Software Developer

- Engineering a SaaS web application using React and TypeScript to translate Figma designs into responsive components
- Developing a serverless backend with GraphQL, Apollo, and AWS Lambda to build scalable enterprise infrastructure
- Delivering 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
- Architected a HIPAA-compliant PostgreSQL schema enforcing granular RBAC and encryption protocols to safeguard sensitive Patient Health Information (PHI) and ensure strict data isolation
- Accelerated time-to-market by engineering and deploying a feature-complete telehealth MVP in under 30 days, orchestrating seamless integrations between EHR systems, Twilio, and Stripe to drive immediate pilot adoption

Clearpath Robotics

May. 2024 - Aug. 2024

Software Engineer

- Engineered a multi-dimensional testing system to validate robot pathfinding within the Fleet-Manager interface
- Optimized Cypress automation suites to eliminate test flakiness, ensuring stable releases for autonomous robot software

BlackBerry

Sep. 2023 - Dec. 2023

Software Engineer

- Engineered scalable full-stack solutions for the Cylance Multi-Tenant Console using React and .NET, optimizing critical security workflows for enterprise-grade threat management
- Modernized the Unified Endpoint Security architecture to enhance long-term platform maintainability

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 with PowerShell modules, cutting test cycle time by 40% across environments

Mollymawk Software

Jan. 2022 - Apr. 2022

Fullstack Developer

- Architected a serverless SaaS platform using React and AWS Lambda, scaling infrastructure to support 200+ global organizations
- Engineered an event-driven microservices backend with DynamoDB and S3, managing scalable APIs for distributed data access
- Secured system access for 1,000+ daily users by implementing OAuth authentication and granular audit logging to ensure data integrity

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 ≤ 3 s startup, zero downtime in 30+ trials, and seamless cross-device access