Farzad Hayat

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EDUCATION

Queensland University of Technology

Brisbane, AU

Bachelor of Information Technology, Computer Science major

July 2021 - June 2026

- GPA: 6.75 / 7.00
- Interests: Algorithms & Data Structures, Databases, Machine Learning, Computer Networking, Cloud Computing, Systems Programming
- Improving leadership skills by attending College of Excellence events and workshops
- Accounting and budgeting as the Treasurer for Code Network

Work Experience

Intern QA Engineer

December 2023 – February 2025

TinyMCE

Brisbane, AU (Hybrid)

- Performed end-to-end testing, smoke testing, and exploratory testing to ensure software quality.
- Authored comprehensive technical documentation for major, minor, and patch releases, improving clarity and usability for stakeholders.
- Managed bug tracking and project workflows efficiently using Jira and GitHub, streamlining development cycles.
- Utilized TestRail for robust test management, enhancing test coverage and traceability.
- Conducted in-depth browser testing across Chrome, Safari, and Firefox, ensuring cross-browser compatibility and optimal user experience.
- Collaborated effectively with engineers, designers, managers, and other testers in an agile environment, fostering a cohesive team approach.
- Adhered to a flexible Scrum development framework, adapting to evolving project requirements and delivering iterative improvements.
- Engineered and maintained a sandbox testing environment using Kubernetes, utilized for improving testing efficiency and isolation.

Freelance Software Developer

September 2023 – Present

Self-employed

Brisbane, AU (Remote)

- Designed and developed a comprehensive website for an Australian telehealth startup, leveraging WordPress and PHP.
- Managed the client's server hosting, custom email configurations, and domain management, SEO optimization, ensuring seamless online presence.
- Architected and implemented cloud-based Windows virtual machines for doctors, enabling the use of practice management software and patient engagement platforms.
- Providing continuous support and implementing ongoing improvements for all deployed solutions.

Projects

Cloud Media Transcription Service | AWS, Nginx, Express, Node.js, Terraform

2024

- Developed a web application for media transcription, utilizing FFmpeg for audio conversion and Whisper ASR for transcribing audio to text.
- Designed and implemented a microservices architecture for efficient resource allocation and scalability, employing EC2 for the REST API and ECS with auto-scaling for CPU-intensive tasks.
- Utilized Lambda for event-driven tasks, integrated SQS queues for decoupled service communication, and managed user authentication with Cognito.
- Implemented robust security measures including HTTPS for data in transit and encryption at rest for S3 buckets and DocumentDB, securing sensitive information with Secrets Manager and Parameter Store.

Ultimate Earth Championship | Java, Swing, JUnit, Agile, Git

2023

- Engineered a Java-based game featuring character resurrection and melee combat, showcasing strong object-oriented design principles.
- Ensured software quality through rigorous unit and acceptance testing, contributing to a robust and reliable application.
- Applied Agile development methodologies to manage project timelines and deliver key milestones efficiently.

EXTRACURRICULAR

Certification: working towards CLF-C02 AWS Certified Cloud Practitioner certification with estimated completion in June 2025.

Best design and aesthetics: awarded at 2023 Code Network Hackathon for developing a Droid Racing Marksheet app in Flutter and leading the team to success.

Competitive programming: placed 17 out of 75 teams in the 2023 ANZAC 1 programming contest.

TECHNICAL SKILLS

Languages: Java, C, Python, SQL, JavaScript. Frameworks: React, Express, NodeJS, TensorFlow. Tools: AWS, Linux, Figma, MongoDB, Terraform.