

# Farzad Rahman

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farzadr-dev.github.io/portfolio

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## Professional Skills

**Programming Languages:** Python, Java, C++, Web Dev (HTML, CSS, React JS), Processing.JS, + Other

**Software:** ServerlessStack, MS Office, Git, xUnit, Jira, Postman, Node.JS, G-Suite, Unity

**Skills:** Object Oriented Programming, Game Development, Script Programming, Front-end and Back-end web development

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## Work Experience

### ❖ Software Development Engineer in Test at *BlackBerry* (September 2022 - April 2023)

- *TestRail, Git, Postman, xUnit C#, Jira, Cypress.io Javascript*
- Used Python to audit coverage of test cases listed on TestRail
- Wrote automated scripts for testing with xUnit framework (C#, .NET)
- Designed and wrote frontend automation tests with Cypress.io in javascript
- Created Jenkins system for frontend automation by writing Jenkinsfile in Groovy
- Caught gating issues and influenced design for user stories while conducting frontend and backend tests on Cylance cybersecurity projects

### ❖ Full-Stack Developer at *Proving Grounds Inc Alberta* (January 2022 - April 2022)

- *React JS, Node.JS, git, Serverless Stack, AWS, Javascript*
- Produced and debugged features for a gliding club management platform.
- Learned to use the ServerlessStack Framework
- Created front-end functionality using React JS for members/admins that communicate with API.
- Created API calls to function with front-end and database calls communicating with AWS services such as Lambda, S3, DynamoDB.

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## Extracurricular Activities / Projects

### ❖ Co-Founder/CEO of Re-Fill

- Led/managed a group of 10+ employees in an ongoing startup project.
- Won \$1,000 in pitch competition

### ❖ Flowboat Entrepreneurship Club / Youth Accelerator (2019-2021)

### ❖ University of Waterloo Games Institute Game Jam (2020) | C#, Unity Game Engine

- Created player control scripts and designed levels using the Unity Game Engine Environment

### ❖ Hack the North (2020) | Python, Pygraph library, Matplotlib library, Discord developer library

- Wrote script functions for a discord bot that generates graphs from user input data based on graph style choice and details.

### ❖ EngHacks (2021) | Python, Discord Developer Library/Tools

- Designed a discord bot that generates custom ads based on wishes of the server's owner. For businesses looking to market in new spaces/server owners looking to make ad-revenue.

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## Education (Current)

University of Waterloo | Computer Engineering

September 2021 - Present

## **Awards**

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1. Certificate of Appreciation by City of Waterloo, signed by Dave Jaworsky, Mayor
  - a. Given after volunteering +80 hours at Waterloo camps.
2. SHAD Alumni Certificate - Alumni of SHAD enrichment program
3. UW GI Game Jam Hackathon Award for “Most Magical Game” (Best Role-Playing-Game [RPG])
4. High School 4 years of Honors Academics Award