Farzad Rahman

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EDUCATION

University of Waterloo

Computer Engineering, Bachelor of Applied Science

Graduation Date - Apr. 2027

TECHNICAL SKILLS

Frameworks: MatLab, COMSOL, STM32, FPGAs, xUnit, Cypress.io, Kubernetes, Jenkins, Selenium, Postman, React Languages: Python, Java, C++, VHDL, ARM Assembly .NET, Swift Javascript/Typescript, Processing

Skills: Data-Structures/Algorithms, Object Oriented Programming, Game Development, Script Programming, Full-Stack, QA Automation, Git

EXPERIENCE

Clearpath Robotics

May. 2024 - Aug. 2024

Software Test Engineer Intern

- Ensured reliability in functionality and performance of OTTO-MOTORS Robot Fleet-Manager and OTTO-APP sim-robot software
- Improved test reliability by reducing flakiness in cypress automation code, decreasing false failures from 86% to 20%, ensuring accurate identification of product issues.
- Created complex canvas testing system for Fleet-Manager by designing and coding a system using mathematical transformations to accurately map robot pathfinding routes between the canvas and the automation tool.

BlackBerry (Cylance Cybersecurity)

Sep 2023 — Dec 2023

Software Development Intern

- Developed frontend UI and backend API features, while fixing existing bugs for the Cylance Multi-Tenant-Console cybersecurity platform
- Centralized LaunchDarkly feature flag code across textbfseveral backend repositories, enhancing code organization and fostering streamlined development practices
- Migrated feature-specific partial views from MTC to OneConsole in the frontend repository for enhanced user experiences

BlackBerry (Cylance Cybersecurity)

Sep 2022 — Apr 2023

Software Development Engineer in Test

- Maintained quality performance and functionality in Cylance cybersecurity platforms
- Created custom **Jenkins system** for frontend automation by writing textbfJenkinsfile in Groovy utilizing powershell scripts to manipulate Cypress tests (custom server choice/region choice etc.)
- Wrote automated scripts for testing features with textbfxUnit framework (.NET) for backend, and textbfCypress.IO (JS) for frontend

Mollymawk Software

Jan 2022 — Apr 2022

 $Full stack\ Developer$

- Developed full pages/features of Glider-club management system, Take-Up Slack, and engineered **serverless stack** driven platform
- Created API calls to function with front-end and database calls communicating with AWS services such as Lambda, S3, DynamoDB
- Developed serverless backend and frontend features such as Audit Log system, User Account and Authentication

Projects

TopSpeedTracker | Python, Assetto Corsa

Aug. 2023

- item Created telemetry app for tracking top speed in simracing software
- Wrote script for tracking user maximum speed reached (as well as current speed) in a session
- Added on buttons for toggling between metric and imperial units
- Developed into efficient simple UI window for in-simulation use