Farzad Rahman

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Professional Skills

Programming Languages: Python, Java, C++, (HTML, CSS, React JS), Processing.JS, .NET C#, Swift

Software: ServerlessStack, Git, xUnit, Cypress.io, Jira, Postman, Node.JS, Unity, Jenkins, LaunchDarkly

Skills: Object Oriented Programming, Game Development, Script Programming, Full-Stack Web Dev, QA Automation

Work Experience

- ❖ **Software Development Student at *BlackBerry* (September 2023 - December 2023)**
  - ➢ *React JS, Git, xUnit, C#, .NET, Javascript, LaunchDarkly*
  - ➢ *As of October:*
    - ■ Upgraded libraries and debugged framework issues for .NET backend of Cylance's Multi-Tenant-Console (MTC).
    - ■ Implemented form restrictions and features on MTC's Javascript frontend.
    - ■ Debugged and merged fixes for features in both FE/BE
    - ■ Worked extensively with LaunchDarkly serverSDK feature flag API
- ❖ **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.

Extracurricular Activities / Projects

- ❖ **Personal Project for Fun: Skipper**
  - ➢ Explored MacOS/IOS Swift app development by developing a Stone-Skipping Tracker App
  - ➢ Developed UIs for history, new skip entry, and edit entry screens
  - ➢ Designed structure of a skip instance with date, location, number of skips, shape of stone, optional media.
- ❖ **Co-Founder/CEO of Re-Fill**
  - ➢ Led/managed a group of 10+ employees in an ongoing startup project.

➢ Won $1,000 in pitch competition
- ❖ **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.

Education (Current)

University of Waterloo | Computer Engineering   *September 2021 - Present*

Awards

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