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# Farzad Rahman

## Computer Engineering Student

Portfolio: [farzadr-dev.github.io/portfolio](https://farzadr-dev.github.io/portfolio)  
[github.com/FarzadR-Dev](https://github.com/FarzadR-Dev)  
[linkedin.com/in/farzadrahman](https://linkedin.com/in/farzadrahman)

### EDUCATION

#### University of Waterloo

Candidate for Bachelors of Applied Science in Computer Engineering

Expected Graduation: 2027

### SKILLS

Languages	Python, Java, C++, VHDL, Frontend Dev(HTML, CSS, React JS), .NET, Swift
Skills	Object Oriented Programming, Game Development, Script Programming, Full-Stack, QA Automation, FPGA
Frameworks/Tools	ServerlessStack, Git, xUnit, Cypress.io, Postman, Node.JS, Unity, Jenkins, LaunchDarkly, .NET, Selenium, Postman

### TECHNICAL EXPERIENCE

#### Software Development Student

Sep 2023 — Dec 2023

BlackBerry (Cylance Cybersecurity)

Waterloo, ON

- Tech Stack: React JS, Git, xUnit, .NET, Javascript, LaunchDarkly
- Centralized LaunchDarkly feature flag code across four 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 experience.
- Implemented frontend features and form checks
- Upgraded libraries and debugged framework issues for .NET backend of MTC

#### Software Development Engineer in Test

Sep 2022 — Apr 2023

BlackBerry (Cylance Cybersecurity)

Waterloo, ON

- Tech Stack: TestRail, Git, Postman, xUnit, Jira, Cypress.io Javascript, Jenkins
- Caught gating issues and influenced design for user stories while conducting frontend and backend tests on Cylance cybersecurity projects
- Created custom Jenkins system for frontend automation by writing Jenkinsfile in Groovy utilizing powershell scripts to manipulate Cypress tests (custom server choice/region choice etc.)
- Wrote automated scripts for testing with xUnit framework (.NET) for backend, and Cypress.IO (JS) for frontend

#### Fullstack Developer

Jan 2022 — Apr 2022

Mollymawk Software

Calgary, AB

- Created API calls to function with front-end and database calls communicating with AWS services such as Lambda, S3, DynamoDB
- Created front-end functionality using React JS for members/admins that communicate with API
- Produced and debugged features for a gliding club management platform
- Developed serverless backend and frontend features such as Audit Log system, User Account and Authentication

### PROJECTS (DETAILS ON PORTFOLIO AND GITHUB)

#### Skipper

Swift, SwiftUI

Personal Project for fun

- 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

#### Founder/CEO of Re-Fill

Startup project

- Led a group of above 10 people to win a pitch competition
- Snack related e-commerce platform

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

- Created player control scripts and designed levels using the Unity Game Engine Environment
- Won award for "most magical game"

#### 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.