(519) 573-7464
Waterloo, ON
f46rahma@uwaterloo.ca

Farzad Rahman
Computer Engineering Student

Portfolio: farzadr-dev.github.io/portfolio
github.com/FarzadR-Dev
linkedin.com/in/farzadrahman

EDUCATION

Candidate for Bachelors of Applied Science in Computer Engineering, *University of Waterloo* Expected Graduation 2027

SKILLS

Tools and 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, Jira, Postman, Node.JS, Unity, Jenkins, LaunchDarkly, .NET, Selenium, Postman

TECHNICAL EXPERIENCE

Software Development Student **Sept 2023 — Dec 2023**
BlackBerry (Cylance Cybersecurity) *Waterloo, ON*

- Tech Stack: React JS, Git, xUnit, .NET, Javascript, LaunchDarkly
- Re-engineered LD Feature Flag code across 4 backend services
- Recreated Multi-Tenant-Console (MTC) platforms on new OneConsole platform
- Implemented frontend features and form checks
- Upgraded libraries and debugged framework issues for .NET backend of MTC

Software Development Engineer in Test **Sept 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
- Learned ServerlessStack Framework

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.