

# Muhammad Faraz Tariq

13-3985 Eglinton Ave. W, Mississauga, ON, Canada | (647)-308-4849 | [faraztariq05@gmail.com](mailto:faraztariq05@gmail.com) | [Linkedin](#) | [Github](#)

Frameworks & Tools	Programming Languages	Libraries & APIs	GIS & Spatial Analysis
ArcGIS	Python	Pygame	ArcGIS Pro
Git	Java	Pillow (PIL)	ArcGIS Online
Power BI	R	JavaFX	Spatial Analyst Tools
RStudio	HTML & CSS	Pandas	Raster Analysis
PyCharm CE	RISC-V Assembly	Matplotlib	G.Processing Python (ArcPy)
VS Code	C	REST APIs	-

## WORK EXPERIENCE

### Junior IT/Software Analyst | HBNG (Holborn Group) | Vaughan, ON | May 2023 – Present (Real Estate Investment & Development)

- Designed and implemented automated IT and business workflows using REST APIs, reducing manual data processing and improving system efficiency by 30%
- Developed and maintained SQL-based databases (SQLite, Datamart) to store, structure, and query business-critical data
- Created interactive Power BI dashboards using DAX and Power Query, improving reporting clarity and reducing ad hoc report requests by 40%
- Integrated Freshservice with BambooHR for real-time employee data sync and automated reporting pipelines
- Collaborated cross-functionally with finance, operations, and HR teams to deliver data-driven solutions that enhanced decision-making and performance tracking

### Associate Consultant (Summer Intern) | Tenoryx Solutions | Mississauga, ON | May 2022 – May 2023 (IT Services and Consulting)

- Performed UAT Script Tests on various software such as ZenQMS, DocuSign, etc.
- Constructed UAT scripts/SOPs/User Requirements for clients, including Bellus Health, Gamida Cell, etc.
- Executed QMS Report Extraction for Immounuvant.

## RELEVANT EXPERIENCE & PROJECTS

### Boggle Game (Java/JavaFX):

- Collaborated with my team on creating a Boggle Game and **integrating features such as GUI using JavaFX**, and accessibility features such as increasing text size. There was also the **implementation of several design patterns such as the Observer Pattern, Singleton Pattern and Strategy Pattern**. Git was used to easily collaborate on the project and merge all branches each member was working on.

### Onitama Boardgame (Python/Pygame):

- Designed and developed an “Onitama Board” Game using Python and the Pygame Library. Utilized knowledge and experience in Object-Oriented Programming to implement assets such as Player Pieces, Player Moving Cards, etc. Designed several Unit Tests and Doc Tests to verify the code.

### Dictionary using Trees Data Structure (Python):

- Designed and created a **Dictionary in Python**. Implemented the **Tree Data structure** to search for a given word. Handled the search by applying several different **recursive algorithms**. Designed several **Unit Tests and Doc Tests** to verify the code.

### Simon Says Game (RISC-V/Assembly/Ripes):

- Designed and programmed a “Simon Says” Game on **Ripes processor simulator for the RISC-V architecture**. Coded and Organized structure of the **assembly language, associated code with I/O simulation** provided in Ripes.

### Photo editor (Python/PIL):

- Programmed a Photo Editor in **Python and the PIL library**. Developed **several algorithms with powerful image processing capabilities** for varying purposes. Accessed and implemented several modules from the PIL library to satisfy a photo editing condition.

## EDUCATION

### Bachelor of Science (BSc), Computer Science & Data Science + PEY Co-op | University of Toronto | Sept. 2019- Present

- Minor in Math
- Relevant Courses:** Software Design, Data Structures & Algorithms, Computer Architecture, OOP (Python/Java), Calculus I–III, Linear Algebra I–II, Probability & Statistics